



Blood Moon Rising

**A Lone Wolf, The Roleplaying Game adventure
for four to six characters of 1st to 3rd level.**

Twice a year in the skies over Sommerlund, Ishir's face turns a deep, brooding red.

These nights, the five long nights of the Blood Moon, are rumoured to be when terrible
beasts walk the face of Magnamund.

The wise remain indoors waiting for Kai's light to banish the monsters once more.

Those caught outside during the Blood Moon are often never seen again...



LONE WOLF The Roleplaying Game

Blood Moon Rising

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Introduction

Welcome to *Blood Moon Rising*, a *Lone Wolf*, *The Roleplaying Game* PDF adventure. *Blood Moon Rising* takes place entirely in Sommerlund and touches on some of the locales and settings from the first *Lone Wolf* gamebook, *Flight from the Dark*. The similarities are intentional, as this adventure is intended as much as a primer and orientation in all things *Lone Wolf* as it is a stand-alone scenario.

The game begins deep in the forest of Western Sommerlund, far south of the Kai Monastery, near one of the main trade roads of the kingdom. From there, it becomes a race northward to the city of Toran, one of the most important settlements in all of Sommerlund. That stop introduces the Player Characters to life in Sommerlund, the kinds of townsfolk they might expect in one of the largest kingdoms on Magnamund and prepares the fledgling heroes for the next leg of their adventure – the ancient and forbidding Suukon Crypt at the foot of the Durncrag Mountains.

This place holds the secret to the heroes' survival against the beast that has been stalking them across Sommerlund, a vile Darkspawn of a kind never before seen in the land. Once they wrest this great weapon away from the traps and undead guardians that have kept it hidden for millennia, the heroes must take the final step in their struggle; they must confront their predator and defeat it before it can consume them and steal their souls away to the Darklands for an eternity of torment.

What does this Adventure offer the Heroes?

In addition to the usual experience and incidental rewards Players gain by going through a scenario, *Blood Moon Rising* also provides them with two very important treasures – one intangible, the other very real and material. While Games Masters may have some concern over the potentially unbalancing power of the latter reward, its ability to grow with its bonded hero keeps it from being unreasonably potent at lower levels of play.

The item in question is described below in full detail – the Shianlune Bow. An artefact of a bygone age, its power has waned due to its deep entombment and long centuries without the light of the moon that fuels its magic. The hero that first wields it in battle forges a link to between his soul and the weapon, bonding it to him for life. While it begins very weak, its special powers are vital to the heroes' survival in this adventure and it will grow as its bearer does. By the time the wielder of the Shianlune Bow reaches the upper echelons of personal power, this weapon will be a mighty implement of battle, capable of striking down even the darkest of foes.

The other key reward in *Blood Moon Rising* is not a physical object but should prove no less valuable in the long run. To discover the location of the Shianlune Bow, the heroes must venture to Toran and consult with a sage by the name of Geroyn. Geroyn, well versed in ancient history and lore both light and dark, can set them on the path towards the Suukon Crypt for a price. Heroes that pay this fee in good faith become valued contacts of Geroyn and will find him an incredibly useful source of information about Magnamund's past and other ancient treasures.

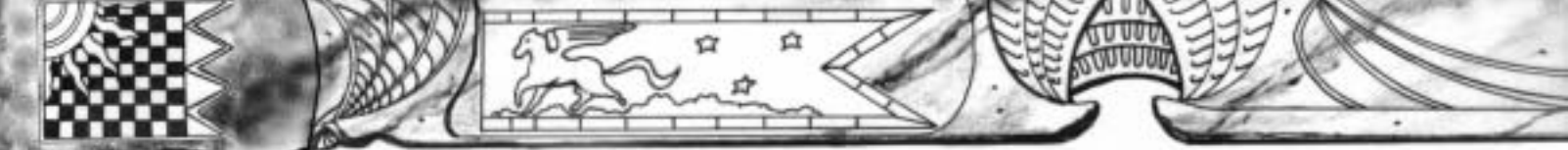
Dealing with the Harrowing Hound (the creature stalking them since the first act of this adventure) will also mark the Player Characters as potential heroes in a time when Magnamund needs them more than ever. Geroyn, not that the Player Characters know this, has the ear of the royalty of Sommerlund. Service to Geroyn means a favourable word given to the most powerful rulers of the land. How this comes back to benefit the heroes of *Blood Moon Rising*, only time can tell...

What does this Adventure offer the Games Master?

Blood Moon Rising is a full scenario that can by itself provide several evenings of adventure and suspense. From the initial chase scenes through the Forest of Fehmar through the disastrous battle at the Northlands Convoy, Players will be treated to danger and high fantasy action. The act set in Toran offers many opportunities for city-raised heroes to shine and gives every Player ample chance at roleplaying in the world of Magnamund. The terrors of the ancient Suukon Crypt should satisfy any Player interested in deep dungeons and adventuring through deadly catacombs. Lastly, the final battle with the Harrowing Hound should be an epic combat Players and heroes alike will remember for many sessions to come.

Blood Moon Rising and Dawn of Destruction

Those Games Masters who own *Dawn of Destruction*, or those Players whose characters have survived the events of that adventure, will note several links between it and *Blood Moon Rising*. How far these similarities are coincidence is entirely up to the Games Master. The modules are designed to act either independently or interactively – the choice is up to you!



In addition to its value as a scenario, *Blood Red Moon* also provides several enhancements to *Lone Wolf*, *The Roleplaying Game*. Within these pages, you will find a detailed section of a famous *Lone Wolf* city (Toran), a lethal dungeon setting (the Suukon Crypt), a new creature for use in your own games (the Harrowing Hound) and a fully described major new artefact (the Shianlune Bow). Beyond all these useful tools and toys, there are also listed scenario hooks to give Games Masters ideas on where to go next with the heroes of this adventure. The text even describes a new social order in Sommerlund, the Agents of the Star, and offers rules on how Player Characters and Non-Player Characters alike can join their hallowed ranks. Any game set in or involving plot elements concerning Sommerlund will be greatly enhanced with the material in *Blood Moon Rising*.

This adventure also offers Games Masters the advantage of being the first in a series of scenarios that interlock and form a sweeping overall plot that can be used as the basis for an entire campaign. Future *Lone Wolf* adventures will use the format presented in *Blood Moon Rising*, allowing Games Masters to quickly assimilate all the needed elements of the scenario's plot and leap right into play.

Background – Blood Moon Rising

This adventure technically begins in the country of Slovia in Northern Magnamund. Andus, a member of a secret society of Sommerlund called the Agents of the Star, was undercover in the guise of a minor Sommlending diplomat to the Slovia Court. In reality, he was a spy, sent by the Toran Guild of the Brotherhood of the Crystal Star to covertly investigate rumours of dark magic being perpetrated by the nobles of Suentina. Whilst investigating the apartments of a noble who had been observed purchasing strange and arcane materials, Andus discovered a sheaf of notes and scrolls concerning evil sorcery and a vile plot to destabilise the Slovia nobility. Interrupted, he quickly discovered that the noble was in fact a Helghast of considerable strength and a fierce battle, leading to a raging inferno in the noble's apartments, ensued.

Andus, believing he had slain the Helghast, staggered out of the noble's burning apartments, severely wounded and in some distress. What he discovered in the loathsome Darkspawn's apartments gave him reason to risk his life in a desperate flight back to Sommerlund. The Helghast had planned a political massacre during the Rites of Slovala, a Slovia festival in which every member of the noble lines gathers in the Grand Hall of the High Palace in the capital, Suentina, to receive the current Prince (Ormir's) favour and present him tribute. To this end, the Helghast was going to create a Harrowing Hound; by masquerading as a noble, its plan was to unveil the beast to the Prince and his court and then aid in the utter slaughter to follow.

With the royal line of Slovia broken, the Helghast could interrogate the captured souls and throw Slovia into chaos within days. A few footnotes in the text hinted that the Helghast might even contact Vassagonian agents to arrange an attack against Suentina when it was leaderless after the slaughter.

Andus had found evidence of this ghastly plot, notes detailing the creature, a Harrowing Hound, and some of the dark magic used in its creation. But he had been able to save little from the fire, just a single sheet concerning the Hound's creation and abilities. This he hid on his person. The possibility of such a beast was news of the utmost importance and had to be returned to Sommerlund immediately. What little he had divined from the scroll described a creature capable of ensnaring souls and leaving them open to interrogation and torment. It was not just a blasphemy; it was a security threat of the highest order. What if other Helghasts had created these Hounds in other countries – even Sommerlund! His masters in Toran had to be informed as soon as possible.

Unfortunately, it was here that Andus made his second mistake – he believed that the Helghast had not had time to create the Harrowing Hound. Believing he had personally defeated the threat to Suentina, he simply made his way home to Sommerlund as quickly as possible, riding alone on his faithful Sommlending steed back into Northern Magnamund. He was within a few days journey from the city of Toran when his doom came upon him at last. What slew Andus were not his wounds but the deadly talons of a Harrowing Hound. For not only had Andus failed to kill the Helghast – though wounded by Andus it managed to survive – the vile undead *had* created a Harrowing Hound. Realising that stopping the Agent was temporarily far more important than its Slovia plans, it released the Harrowing Hound to stalk the Sommlending spy.

The Harrowing Hound trailed Andus all the way to Sommerlund. Under the crimson light of the Blood Moon, the Harrowing Hound finally caught up with Andus and mortally injured him as he rode through the shadowy woods of Fehmarn Forest. However, the Harrowing Hound was sorely wounded by Andus' magic dagger in return and fled into the forest to recuperate.

The adventure opens with the heroes, travelling along the lower trade road of Sommerlund, discovering the torn remains of Andus and the dire news he paid his life to bring back to the kingdom of his birth. Suggestions are given for working in various kinds of heroes and alternate ways of starting the scenario but once our would-be heroes feel their blood chill at the first howl of the Harrowing Beast, *Blood Moon Rising* truly begins.

Act One: The Crimson Hunt

Synopsis: In this act, the heroes discover the body of Andus, the Helghast's notes and Andus' journal. They also become the Harrowing Hound's new prey. They may also discover the hilt of Andus' jewelled dagger, his slain horse and discarded supplies and learn more about the creature that committed this gruesome murder. **Act One** ends with the heroes reaching Toran after a terrifying chase by the Hound, which proves to be effectively invulnerable save for a weakness hinted at on the last page of Andus' journal.

Introducing the Characters

As this adventure takes place entirely in Sommerlund, the heroes need a reason to be in that nation in the first place. Certain character classes, such as Kai Lords and Sommerlund Knights of the Realm, are easily worked into the plot. The former is especially simple, as the beginning of the Act is set in the southern part of the same forest as the Kai Monastery. Knights of the Realm can simply be patrolling the trade road or riding south for reasons of their own. Either way, both concepts are well supported by both location and plot.

Brothers of the Crystal Star are also appropriate to the story and can even be given a special place in the scenario. Since Andus was an Agent of the Star, Brotherhood heroes may have been chosen by their guild to meet with Andus along the south road. This will lead them close to Andus' final resting place in **Act One, Scene One** but it will not

matter if they miss it, as they will eventually encounter the Agent's disembowelled steed further down the road in **Act One, Scene Two**.

Dwarven Gunners and Shadaki Buccaneers often act as mercenaries and might well be travelling in the area on their way to or from employment. If this concept does not fit a given member of the class, there could be other reasons for their presence in Sommerlund for this adventure. Dwarven Gunners are sometimes asked by the Clan Fathers to travel to their allies for news or to deliver messages Bor cannot trust to couriers. A Buccaneer may be on the run from sea-borne adversaries and so is travelling deep inland to avoid them.

Magicians of Dessi often possess great powers of Prophecy. Given the seriousness of Andus' fate and the power of the Harrowing Hound, a child of the Elder Magi might certainly be drawn to Andus' body in an attempt to forestall the dark omen his death entails.

Telchos Amazons, while being very location-dependent, are not barred from travelling outside their domain, though they are not prone to do so often. The Games Master is encouraged to work with the Players of these classes to come up with a good reason why they would be on the road in southern Sommerlund. Something as simple as a personal grudge to settle with a bandit living in Toran may suffice.

Other Character Classes

Character classes from Lone Wolf expansions, such as *Magic of Magnamund*, are generally acceptable in *Blood Moon Rising*, with a few exceptions. A local Herbalish Druid may be alerted by his connection to nature that a terrible perversion is approaching and seek out the Harrowing Hound directly – hopefully stumbling into the other Player Characters before the beast itself! Similarly, a wandering Kundi Mystic may sense a similar disruption in nature's flow and take it upon itself to investigate the matter. A Sage of Lyris may simply be travelling toward Toran on an academic quest and stumble upon **Act One, Scene Two** by accident. A renegade Wytch Chylde may not be casually wandering the wilderness but perhaps can be found accompanying the Northlands Trading Company Caravan in **Act One, Scene Four**, heading towards Toran and possible safety from the long hand of Shasarak. A Vakeros Knight works best in tandem with a Magician of Dessi, as he can act as bodyguard to his more scholarly countryman.

A single Shianti Sorcerer may be involved in this adventure and can be introduced in a similar manner to the Magician of Dessi. A Shianti Sorcerer will have an extremely hard time in *Blood Moon Rising*, though. The Harrowing Hound will always choose to attack a Shianti Sorcerer in preference to any other Player Character. Sorcerers of 2nd level or higher will suffer the effects of their Brilliant Soul class feature when the Hound attacks in this manner.

This PDF adventure is designed for heroes rather than villains and as such Dark Cultists (from *The Darklands* sourcebook), Shadakine Wytches and Cener Druids are not recommended as Player Characters.

Act One, Prologue: The South Trade Road

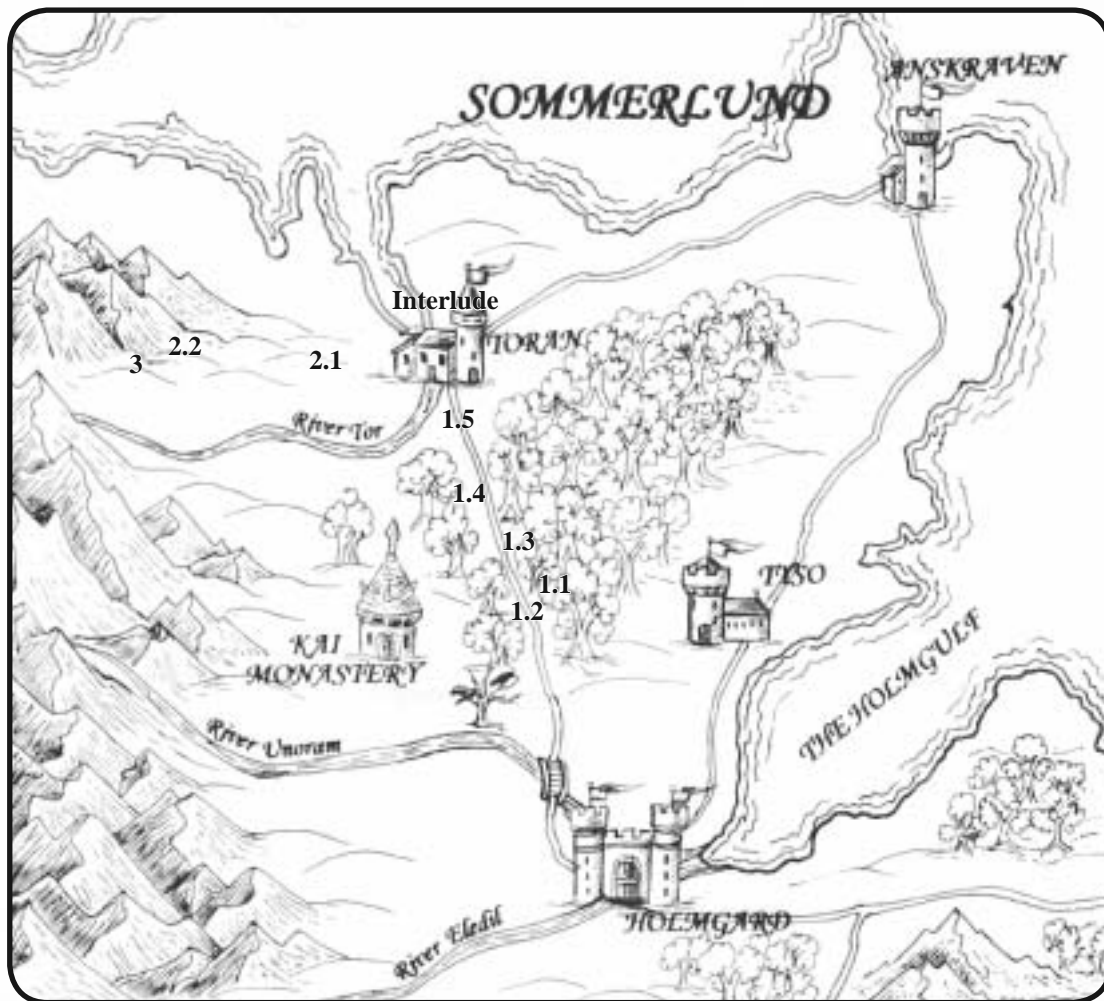
The sun set more than an hour ago and the road ahead looks like a river of black ink under the baleful light of the Blood Moon. This is supposed to be a night of violence, of baleful omens and deeds done in the dark. The forest to the west is dense and forbidding, a mass of shadows with branches like skeletal fingers reaching up to the cold, crimson sky.

All Player Characters will start on the southern trade road, a wide beaten track that winds from Toran to Holmgard, skirting around the edges of Fehmarn Forest. Even if all the characters are starting off separately, the Games Master will need to segregate them into two broad groups – those travelling north and those travelling south. The southbound Player Characters will encounter **Act One, Scene One** first. The northbound Player Characters will encounter **Act One, Scene Two** first.

Allow the Players to take a little time to roleplay at this point, interacting with them to describe their journey along the trade road. If the Player Characters are not all in one group, move from one group or individual to the

other quickly, give everyone a few minutes to establish themselves and their attitudes. Experienced Games masters can switch between the characters involved in **Scene One** and those involved in **Scene Two**, building up the tension in two separate locales until the two groups finally meet.

Note that there is no ‘correct’ order; Player Characters do not need to progress through **Scenes One, Two** or **Three** in any particular sequence. Only **Scenes One** and **Three** are vital to the adventure. Player Characters that do not find Andus’ horse in **Scene Two** will not miss out on any essential information or plot points, though those that do investigate the dead steed will find more interesting information about Andus and his nemesis.



Act One, Scene One: A Murder of Crows

This scene is the primary introduction for Player Characters that are either patrolling the south road (such as Kai Lords and Sommerlund Knights of the Realm) or travelling southwards upon it (such as Brothers of the Crystal Star). When it is appropriate, read or paraphrase the Crowsign text to the southbound heroes. They should all be fairly close to the site of the fallen Agent of the Star and the racket of the crows as they fly out of Andus' tree should easily catch their attention (Perception check, DC 8).

Crowsign

A few hundred feet into the woods, there is a low racket of croaking birds. Crows, dozens of them, perch in the branches of a stout Sommerlund oak, their bright eyes reflecting an eerie red in the moonlight. The cacophony of their constant droning caws grates on your nerves as the road you follows comes closer to them. Occasionally, one or two of them descend down into the canopy only to come back up a few moments later with something shiny in their beaks.

The suggestion of treasure will likely be enough to attract most adventurers to investigate the tree of crows. Characters with the Survival or Animal Handling skills will also note on a skill check (DC 12) that so many crows typically indicates a large kill nearby or something direly injured. Any character with the ability to actually speak to these animals will overhear the crows repeating the same thing over and over again – 'Man! Man! Man!'

Despite the apparent danger of the forest, it is actually quite safe to enter. No special skills will be needed to find the tree of crows as it is quite close to the road. As soon as the heroes enter the clearing where Andus' body lies, the crows will set up a terrible racket, circle around their tree twice and then scatter. If the Player Characters are likely to need a hint to find the Agent's fallen horse, make a point of describing several of the crows flying off in a smaller flock to the west. Again, those capable of understanding the annoying birds will make out the word, 'Horse!' as the crows wing away. Once the southbound heroes have converged on the clearing to investigate, read or paraphrase the Clearing text as a description of what they find. If some Player Characters arrive later, you can refer them to what you told the first ones on the scene or describe the area again in your own words.

Clearing

A trail of ragged grass and black stains crosses this clearing to the foot of a wide Sommerlund oak. At its base, sprawled on his back, is a blood-covered man in torn riding leathers and a dark cloak. As you break the tree line to witness this gruesome sight, the ravens on the body and the many others perched above you hurtle into the air. A terrible chorus of bird cries and beating wings erupts above you as they scatter to the winds.

Those that examine the body of poor Andus will be able to determine quickly that he was human – approximately 5' 8" in height, of lean build and had dark blonde hair. Enough of his face remains from where the crows have been feasting that any Player Character with a reason to know of Andus (such as a Brotherhood wizard ordered to rendezvous with him) will recognize him despite the haggard condition of his corpse. Further examination will reveal a number of minor wounds over his body, including a carefully bandaged but wicked wound on his side (this came from his fight with the Helghast in Suentina) and a long scar over his upper chest (an old wound from a battle in his much younger days). None of these looks severe enough to have killed him, though his left leg is brutally torn and looks burned as well. This leg has a torn piece of shirt cloth tied tight above the knee as some kind of makeshift tourniquet.

The Corpse

Any hero wishing to make a Heal check on Andus' body can reveal the following information. High skill checks will reveal the appropriate category and all entries for lower checks found on the Andus' Body table. Each hero may try once; retries are not possible without much better facilities, lighting and better working conditions – commodities the Player Characters are not likely to have.

Andus' Body

Heal

Check

Result Information Gained

9 or less This man is dead. Really, really dead. He has been dead for about half an hour.

10–14 As above, and this man bled to death from the wound in his leg. None of his other wounds were fatal but his leg wound never stopped bleeding and it killed him. Also, there is a star-shaped tattoo on his inner arm – those succeeding a Knowledge (arcana) check at DC 15 will identify that Andus is an Agent of the Star.

15–20 As above, and the wound that killed him was made with a claw of some kind. It was also somehow on fire because the wound is thoroughly burned inside and out. Despite this flame damage, the wound did not cauterise.

21 or more As above, and the wound smells foul, as if it has rotted in an incredibly short amount of time. There are also sections of flesh immediately around the wound that appear frostbitten, as if the fire that seared it also somehow froze it instantly.

Heroes with the ability to detect magic will sense a fading radiance from the wound. If they can discern more information about magical auras, they will be able to determine that Right-Handed Magic was involved in making the wound and while it is too dim to learn more, it was very powerful in its original state. Whatever tore through the man's leg was incredibly keen and deadly but it was also the product of very foul magic.

No amount of Survival or Knowledge will discern the source of the wound, as it is not a beast that has ever been seen in the lands of Magnamund before. On the incredibly rare chance that a hero might have access to Shianti lore, there is a very slim possibility (Knowledge (history) skill check at DC 30) that he or she might be able to liken the wound to those reported on the victims of Ice Demons. It is not important that the heroes learn this on their own, as the relevant information is literally right in front of them within Andus' journal.

When the heroes search Andus, they will find very little of value on him. He has a belt with an empty dagger sheath, a pouch with 15 Gold Crowns (19 more lie scattered around the clearing and up in the tree limbs because of the crows), a rune-inlaid bronze ring, a small bark-bound book and a fine cloak.

The Ring

The ring was a gift of the Borese for aid given in a trade dispute years ago and is pretty but practically worthless (1 Gold Crown in value, 10 GC to a Dwarf) and non-magical.

The Sheath

The empty dagger sheath is actually important but only as a clue to a missing weapon, part of which can be found in **Act One, Scene Two**.

The Cloak

Anyone examining the cloak must make a Perception check and compare the result to the Andus' Cloak table.

Andus' Cloak

Perception

Check

Result Information Gained

13 or less This is a pretty cloak.

14–15 It is woven of a resilient, dark fabric and has tiny metal threads worked into its outer surface. Under direct light, the fibres glimmer, making the cloak look like the night sky.

16–17 Of far more interest is the fact that it has a concealed pocket hidden between the shoulder blades. There appears to be a scroll inside... (Anyone reaching for the scroll will be slashed by a hidden blade for 1d4 Endurance damage)

18 or more The concealed pocket is trapped by a clever thin blade built into the seam that will slash the hand of anyone trying to open it. A Disable Device check (DC 12) can bypass this and gain access to the pocket safely.

The pocket contains a tattered scroll of pale leather (preserved and oiled human flesh). The scroll is part of a much longer roll of parchment that was ruined in the battle Andus fought with the Helghast in Slovia. This scrap, all he could salvage, details part of the creation of a terrible beast. Unfortunately, most of the fragment is written in Darkling and is obscured in places by Right-Handed cantrips of confusion. An Occult check (DC 20) will note the purpose of the document and decipher the name 'Harrowing Hound' but reveals nothing else. While it is useful to the Player Characters, this scroll is not essential – as long as they eventually deliver the cloak to Toran, Geyron or the Brotherhood will be able to safely recover the document.



The Book

The book is filled with encrypted writings, many of which are scribed in a personal code that died with Andus. The last few small pages were written more hastily and can be read freely as Andus did not have time to cipher them properly. These correspond to **Player Handout A – The Journal of Andus, Agent of the Star**.

The cover of the blood-spattered book has the word 'Andus' upon it and a sigil of the Brotherhood of the Crystal Star. Inside, the writing is largely indecipherable – with the writer dead, the code is lost and the entries will likely never be deciphered. However, the last page slips out of code and looks to have been written in the same handwriting, but in a rushed and . The handwriting matches and the two drops of blood on the page might explain the haste...

Andus' Journal – Final Entry

The first paragraph that moves out of Andus' personal code does not do so immediately. It is still partly ciphered and therefore largely incomprehensible. Those with 5 or more ranks in Knowledge (history), and thus access to the special decipher script ability, may make a Knowledge (history) check against DC 22 to decode the first garbled paragraph:

I have managed to piece together enough of the villain's scroll to understand the rest of its plan. Now I understand why the [smeared] purchased a heavy steel cage in the market place. He... no, it intended to actually create one of these horrible things and turn it loose on the Slovia court. Imagine this new horror destroying the entire ruling lines of Slovia in one fell stroke!

The rest of Andus' last entry moves entirely out of code and is easily read:

Fortunately, I believe I have the only copy the Helghast possessed and I do not believe it had time to create the monstrosity. The scroll's vile language called it a Harrowing Hound, though I have never seen or heard of its like before. I studied the scroll as long as I dared but my skills are better suited to obtaining such documents rather than reading them. Already some of the symbols and glyphs burn my eyes and [smeared]. I cannot stay here in Suentina. I have begged my leave of Prince Ormir – I must return to Sommerlund!

The Brotherhood will know what to do with this scroll and the dark lore scrawled upon it in fouled blood. I need to speak to Geroyn as well. Toran is a long way from here but I have to make it to him. He has studied the old histories and some of the words on this scroll sound like they come from the tongue of the Ancients I have heard him speak. I have no time to recuperate from the filthy wound the Helghast inflicted upon me. I must press on, wounds or no.

If I am right, Sommerlund... no, all the world, may be in terrible danger. If the Helghast believed just one of these Harrowing Hounds could slaughter the Slovia Court, bodyguards and all, I must get news of them back home. Perhaps Old Geroyn can find a weakness in their making or the Brotherhood will know of them from some text I have not seen. Either way, I cannot fail. I ride at dawn.

Some heroes may wonder why, if the information Andus was carrying is so important, the Agent did not go directly to Holmgard. This is especially perplexing as the capital of Sommerlund is much closer to the southern road Andus had to have ridden up from Slovia than Toran. Others might be suspicious that Andus did not encode the last page of his journal when he clearly had time to consult with the High Prince before leaving. Andus did not cipher his final journal entry intentionally because he knew there was a chance he would not survive his trip home and he wanted those who found him to be able to complete his mission. As for his ignoring Holmgard in favour of Toran, the answer to that riddle will be found with Geroyn when the heroes speak with him during the Interlude.

There is little more that can be done here, though heroes may wish to give the body a proper burial or camp for the night. Survival-skilled characters will know that camping in a blood-soaked clearing is a good way to be attacked by predators and wise heroes might suspect that whatever attacked and killed this man might still be around. Others may wish to press on immediately to follow up on the information in Andus' journal and there is the possibility for tracking back Andus' tortured path to seek more information.

If the heroes wish to camp here or dig a grave for Andus on the site, turn to **Act One, Scene Three**.

If the heroes wish to press on north towards Toran, turn to **Act One, Scene Three**.

If the heroes want to backtrack over the bloody trail left by Andus, turn to **Act One, Scene Two**.



Agents of the Star

The following information is available to any Brotherhood wizards or those who successfully identify Andus' cloak or tattoo:

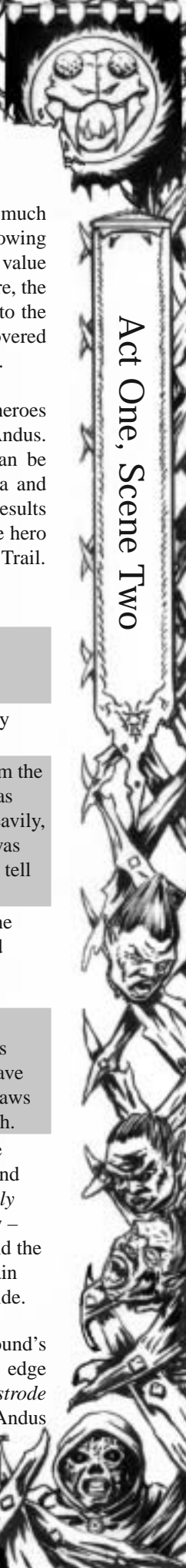
In the land of Sommerlund where the nobility of the realm and the Brotherhood of the Crystal Star work so well together, there is often a need for those with the ability to speak to both groups and act in their best interests across the face of Magnamund. These operatives, the Agents of the Star, serve the Brotherhood with distinction, bringing the benefits of mundane skills and physical abilities to the mystical order while receiving training and protection from the powers of magic.

Agents of the Star are typically charismatic and personally inclined individuals with a love of Sommerlund and a desire to protect their Brotherhood mentors and the people of the realm from threats both within the borders of their homeland and abroad. They are well acquainted with the truth of the Darklands and know that the Lords of Helgedad do not sleep nearly as deeply as the common folk want desperately to believe. They know evil still walks the world and in many cases, they are the first line of defence against such foul powers.

The Order of the Star does not ask its members to do so unprepared. In return for fealty and a willingness to accept even the most dangerous of assignments, Agents are eligible for some of the most intense and effective magical training available in all of Magnamund. While this instruction does not make them true mages, it does give them a thorough grounding in the powers of Left-Handed Magic and a small amount of spellpower of their own. This is combined with martial skills taught by some of the finest warriors in Sommerlund, making each Agent a self-sufficient fighter and spellcaster capable of holding his own against any threat he might encounter in the commission of his duties. Agents of the Star are expected to deal with any situation quickly and expediently. They are trusted by the nobility of Sommerlund and the leaders of the Brotherhood of the Crystal Star – a status that brings with it a power all its own.

Agents of the Star are not numerous but they are a very close-knit order. There are seldom more than 50 of them in existence at any one time and they range in abilities from novice members to extremely powerful and affluent individuals at the highest levels of government. Agents can generally recognize each other by their cloaks and by special starburst pendants of gold they wear. It is an unspoken law within the Order of the Star that all Agents render aid and hospitality to their fellows if the need is great, no matter what the cost.

It is possible for a Player Character to become an Agent of the Star through their actions in *Blood Moon Rising*. Should this occur, a Games Master may handle advancing as an Agent in one of two ways. The first is through multiclassing: An Agent of the Star may freely multiclass as a Brother of the Crystal Star, as long as he has the time to train with them in a chapterhouse. He may never exceed 3rd class level as a Brotherhood wizard, though. The second method is to take the Agent advanced class as detailed in *Magic of Magnamund*.



Act One, Scene Two: Slain Stallion

This scene is the primary introduction for Player Characters that are travelling northwards upon it (such as Dwarven Gunners or Telchos Amazons). When it is appropriate, read or paraphrase the Carnage text to the northbound heroes. No Perception checks are needed to notices the gory sight – the horse was attacked and killed on the road and the Player Characters will have not trouble noticing this.

Carnage

The blood stained grass, glowing black under the vermillion moonlight, leads to a scene of carnage. Between a pair of tall trees, a horse lays mangled on its right side. Its large, dark eye looks sightlessly into the night, its left flank torn open by something incredibly sharp. Cleft ribs jut out of the open wound, a rent that runs the entire length of its body save for a one foot gap in the middle. Just a few feet away in the overgrowth, something glimmers in the red light.

This was Andus' horse, Tyrrus. A faithful steed, its body took the brunt of the Harrowing Hound's initial pounce. Tyrrus died almost instantly, while Andus was thrown clear of the rest of the Hound's attacks. This saved Andus' life, though the terrible wound already done to his leg (the reason for the 'gap' in the horse's flank) was already mortal. Tyrrus' death was not in vain however, as Andus' supplies may still be of use to the Player Characters. A Heal check (DC 8) will note that the horse has not been dead long, an hour at the most.

Found in the horse's saddlepacks are a sack filled with seven meals, a bedroll, a half-full waterskin and 30 feet of stout, sturdy rope. There is also a sturdy mace and 11 intact arrows in a quiver mounted to the saddle. The remaining ten arrows and the bow itself are shattered, broken when Tyrrus crashed forward from the terrible wound in his side.

The glimmer in the nearby grass is the jewelled handle of Andus' magical dagger – this is a well-crafted dagger hilt, complete with fine jewels set in its crosspiece and pommel. The hilt bears a celestial crest (Knowledge (arcana) check at DC 10 to note its origins in the Brotherhood of the Crystal Star, Brotherhood wizards succeed automatically) but the blade is missing. It looks as if the entire edge was broken off at the tang by some incredible and sudden force.

Warned by his horse spooking at the approach of the concealed Hound, Andus had just enough time to draw it and drive it into the side of the beast before being thrown

free by Tyrrus' sudden death. The stress proved too much for the dagger and its blade snapped off in the Harrowing Hound. The hilt fell here. While it has some little value on its own, as the gems can be sold for 25 GC or more, the heroes can reforge the jewelled dagger by giving it to the sage Geroyn if they bring the hilt and the blade (recovered from the body of the slain Harrowing Hound) to him.

This scene has little other information to offer the heroes aside from a few clues about the creature that slew Andus. The following chart shows the information that can be gained by a character searching the immediate area and making a Survival check. Note that skill check results marked with an asterisk (*) are only applicable if the hero making the check possesses the ability to Follow the Trail.

The Tracks

Survival

Check

Result

Information Gained

9 or less	There are some tracks around here but they could have been made by anything.
10-14	As above, and the horse's tracks came from the south (it was heading north). The rider was thrown a few yards forward and landed heavily, then crawled off to the northeast. There was something else here but it is impossible to tell what.
15-20*	As above, and the creature that attacked the horse came from the southeast and headed back southeast after the attack – it did not chase the crawling rider.
21-25*	As above, and the creature is a quadruped the size and weight of a small bear and has long claws on its forelimbs. The claws leave slightly burned <i>and</i> frozen tracks; these claws are definitely the cause of the horse's death.
26 or more*	As above, and the tracks from the creature appear from the treeline to the southeast and disappear there as well. The tracks are <i>only</i> near the treeline and near the horse's body – there are no tracks between the treeline and the horse! Also, when the creature left the slain horse, it was limping severely on its left side.

The reason for the lack of tracks on the Harrowing Hound's part is its *nightstride* ability – it *nightstrode* to the edge of the treeline, spotted Andus upon his steed, *nightstrode* towards the Agent and then attacked. When Andus



Cowardly Heroes

It is possible for a group of Player Characters to assiduously avoid locating Andus' body. Note that this is hardly the heroic option – the characters would have to ignore all signs near Tyrus' body that a wounded victim may still be alive in the forest. Kai Lords and Sommerlund Knights should be strongly reminded of their duties in this area. Brothers of the Crystal Star will certainly need to track the rider as he is by all accounts the contact they have been told to look out for.

Nevertheless, should the Player Characters avoid **Act One, Scene One** entirely and refuse to be nudged toward it – let them carry on. But they will be attacked by the Hound, as in **Act One, Scene Three**, and they will be chased by the creature subsequently. If they do not kill the creature, they will be attacked again a few hours later. And again a few hours after that. The beast will only stop if the Player Characters enter a large urban area, in which case it will abandon its hunt and instead roam the countryside. It will murder hundreds of Sommlending homesteaders and travellers before it is finally hunted by a vengeful duo of Kai Lords, months later. Neither the Kai Lords or the beast is ever seen again (the Hound kills them, absorbs their souls and flees over the Durncrag Mountains to the Darklands... with the souls of the two Kai Lord hunters enthralled to it).

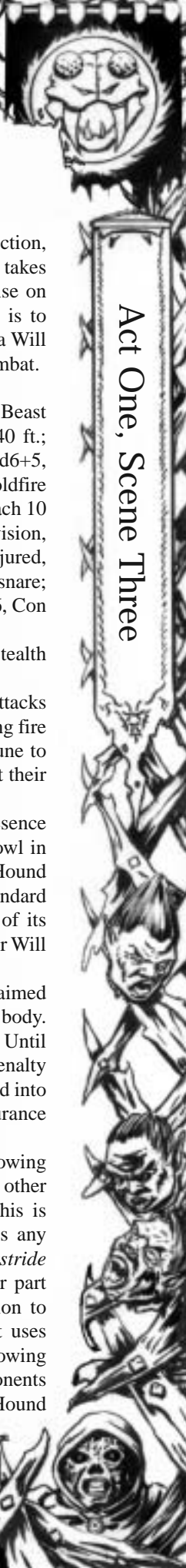
wounded it, it limped for a few feet before *nightstriding* back to the treeline, reappearing, then *nightstriding* back into the forest.

The northbound heroes have three real choices at this juncture; they can attempt to track the Harrowing Hound, as impossible as that seems, by heading into the southeast treeline. They can follow the trail of blood leading into the northeast treeline in an attempt to find the injured rider – this will lead them to Andus' corpse in the clearing. Or they may simply decide to carry on moving north on the road, towards Toran.

If the heroes attempt to track the Harrowing Hound to the southeast, they will find it impossible to pick up a trail in the dark forest. If they do not swiftly return to the road they will become lost and end up entering a clearing to the north – turn to **Act One, Scene Three**.

If the heroes follow the bloodtrail leading northeast, turn to **Act One, Scene One**.

If the heroes ignore both the Hound and the bloodtrail and carry on walking the road northwards to Toran, they will soon discover the crowsign from **Act One, Scene One**.



Act One, Scene Three: A Harrowing Howl

This scene takes place after **Act One, Scene One** has taken place. The Games Master may well still have two parties at this point – those who were originally northbound and those who were originally southbound. In this case, the two groups will either meet in the woods (very likely in the clearing of **Scene One**) or on the road (possibly at the site of **Scene Two**). They may also further up the road heading toward Toran. In any case, **Scene Three** is prompted by the appearance of the Hound rather than arrival at a specific location. It can serve as a wonderful gelling agent to bind two parties together – a mutual enemy can quickly make even distrustful strangers fast allies.

Single adventuring parties will probably encounter **Act One, Scene Three** shortly after one or two of the preceding scenes, preferably after the Player Characters become aware that there is a powerful beast prowling these woods and that Andus' mission has been interrupted, but before a concrete plan of action has been devised. The Harrowing Hound has been nursing its painful wound from Andus' jewelled dagger and while it is not at full health, the presence of the heroes has roused its killing instincts. It has stalked them away from where they found Andus or his horse and now is prepared to strike! Read the Howl text to the Players.

Howl

The night air is split by a blood-curdling howl. The sound is like that of a tortured soul, shrieking its feral rage at the crimson moon overhead. The forest around you goes still, as if every living thing for miles around has frozen in terror. The trees themselves and the very wind seem stilled. Nothing moves, nothing dares to move...

...until the underbrush nearby explodes forth and a dark, savage beast leaps out at you. With steaming, burning white claws like shards of living ice and eyes blazing red, the creature is six feet tall at the shoulder and half again as long. Its bestial jaws open in an almost rictus grin of razor fangs, many of which are stained with blood!

Games Masters should keep in mind that this is not a true combat in the sense that it should end with either the monster or the heroes victorious. This is a plot-setting scene that illustrates that sometimes, combat can be used to move a story forward without requiring a duel to the death or a mad rampage.

Injured Harrowing Hound

The Harrowing Hound will attack from a random direction, having *nightstrobe* near to wherever the ambush takes place. The creature will almost certainly get surprise on the Player Characters but its surprise round action is to howl rather than pounce. All characters must make a Will save (DC 14) or be shaken for the duration of the combat.

Injured Harrowing Hound: CR 7; Large Magical Beast (Darkspawn); ED 5d10+25; End 40; Init +3; Spd 40 ft.; AC 18, flat-footed 15; BCS +5; Atk +10 melee (1d6+5, coldfire claw); Full Atk +10/+10 melee (1d6+5, coldfire claw) and +5 melee (1d8+3, coldfire bite); Space/Reach 10 ft./5 ft.; SA howl, pounce; SQ DR 15/magic, darkvision, low-light vision, immunity to poison and disease, injured, nightstride, resistance to acid/cold/fire 10, scent, soulsnare; AL Evil; SV Fort +9, Ref +7, Will +1; Str 20, Dex 16, Con 20, Int 4, Wis 10, Cha 6


Skills: Acrobatics +4, Athletics +6, Perception +1, Stealth +4, Survival +5

Coldfire (Su): A Harrowing Hound's claw and bite attacks blast its victims with a magical combination of blazing fire and freezing cold. Only creatures resistant or immune to both forms of energy and physical damage can count their defence against its blows.

Howl (Ex): A Harrowing Hound's frightful presence special quality is not automatic. Instead, it must howl in order to inflict fear upon its enemies. A Harrowing Hound may use its terrifying howl once per hour (as a standard action) and when doing so invokes the full power of its frightful presence upon all within earshot. The DC for Will saves to resist this ability is 14.

Injured: This Harrowing Hound has been lightly maimed by Andus' magical dagger blade being lodged in its body. It cannot heal this wound until the blade is removed. Until then, the Harrowing Hound is suffering from a -2 penalty to its Strength, Dexterity and Wisdom (already figured into its statistics) and cannot heal to more than 40 Endurance total.

Nightstride (Sp): Three times each hour, the Harrowing Hound can move from one area of darkness to any other large enough to hold its form within 360 feet. This is instantaneous travel and leaves no traces or creates any sound. A Harrowing Hound can combine a *nightstride* with a normal move action, even *nightstriding* after part of its movement and then resuming the move action to travel the rest of its normal speed (40 feet). If it uses *nightstride* at the beginning of a combat, the Harrowing Hound automatically gains surprise unless its opponents are ready and awaiting the attack. The Harrowing Hound cannot *nightstride* as part of a pounce attack.



Soulsnare (Su): If a Harrowing Hound inflicts enough damage on a sentient creature to take it to -10 Endurance or less, it instantly draws that creature's soul into one of the glowing gemstone spines that extend up out of its muscular back. These gemstone spines hold the souls indefinitely, preventing any special ability that might otherwise allow life to be returned to the slain victim. Each time the Harrowing Hound absorbs a soul this way, it regains 1d6 Endurance points for every character level or ED possessed by the fallen opponent.

Regardless, its incredible speed still makes it likely that the beast will get the first attack in this combat. As the Games Master, have the Harrowing Hound strike the hero most likely to withstand its initial onslaught. Remember; this is a plot-driven encounter – not a license to slaughter the entire party of heroes. Also keep in mind that during this first attack, the Hound will charge rather than pounce.

The Harrowing Hound will fight for four rounds against the heroes. It will use its abilities intelligently but pain and frenzy will also keep it changing targets or attacking moving opponents rather than finishing off downed ones as it normally would. This is an advantage for the heroes, as it will not likely kill any of them; it will ignore them if they drop to negative Endurance.

During the battle, make a point of noting that it seems to be limping on its left, rear side. Observant heroes can try to make a Spot check (DC 14) to see a deep wound just over its rear leg on that side. If the Spot check result 18 or more, the hero sees a glint of metal sticking out of the wound.

This is the blade of Andus' bejewelled dagger and the reason for the Harrowing Hound's distraction and agony. It is tightly wedged in the wound and anchored in bone; it will not come out even to powers like Mind over Matter or other forms of telekinesis. The blade will only come free once the beast is dead. That is not to say the blade is not immediately helpful to the heroes. The pain it causes the Hound will drive it away from combat and force it to find somewhere to heal after just four full rounds of combat. A Sense Motive check (DC 15) will reveal that the creature is in intense pain and that its flight was likely the result of that torment. Player Characters are welcome to follow the Hound but it will *nightstride* as soon as it is back in tree cover and lose them instantly.

Players will likely be shaken and frustrated at their lack of ability to defend themselves against the Harrowing Hound but they have hope in the form of Andus' journal. Its last page mentions the sage Geroyn and a possible weapon to use against the creature. It should occur to the heroes that all they have to do is survive long enough to make it to Toran and meet with Geroyn. There is also the matter of Andus' mission to bring news of the beast back to Sommerlund. Stalwart heroes of the realm will surely not balk at the thought of completing the Agent's noble task. Less forthright characters might take more convincing but *Lone Wolf* is a game of heroes and great deeds. If the characters are not the sort to do a thing because it is the right thing to do, they might be better off turning west and joining the Second Black Muster...

When the heroes have successfully driven off the Harrowing Hound and limp on their way, turn to **Act One, Scene Four**.

Dealing with the Unexpected - Killing the Hound

It is *extremely* unlikely that heroes of the recommended beginning levels (1st to 3rd) for this module could slay the Harrowing Hound without the aid of the Shianlune Bow. Even so, Players are notorious for being creative and finding ways to overcome even the most difficult of obstacles (especially when they are not supposed to do so). No amount of forethought or careful planning can withstand the power of determined Players, no matter what game is being played.

If the Players manage to find a way to legitimately destroy the Harrowing Hound, you should probably allow them to do so. There are few ways to kill the enjoyment of a game as quickly as making the Players feel the Games Master is being unfair. If you arbitrarily say, 'Well yes, that should work, but the module says it will not, so that cannot happen,' you will probably alienate your Players and have the game end very prematurely. If they honestly earn the Hound's demise, allow them to slay the beast and revel in their unlikely but well-fought victory.

That does not mean the scenario has to end. You can always go through the rest of the adventure with the heroes continuing to Toran to deliver Andus' journal and the scroll written on human flesh. The heroes might still be sent to obtain the Shianlune Bow in case there are ever any more creatures like the Hound created. This option does mean the Bow will have to be turned over to Geroyn as the heroes have no immediate use for it. Unless, of course, there *is* a second Harrowing Hound and it attacks the Player Characters on their way back from the Suukon Crypt...

Act One, Scene Four: The Northlands Trading Company Caravan

This scene exists to show the true power of the Harrowing Hound and to impress upon the heroes the need to deal with its menace once and for all. It also acts as a good way for Players to see the difference between heroes and common folk – the gulf of power and responsibility that separates them. This is written to be a very dark and brutal scene, though the Games Master should certainly feel empowered to change the outcome if the Player Characters make a solid, concerted effort to save some of the good people of the Northlands Trading Company.

You have been travelling for hours by the time you reach the next real clearing near the north road. Ahead, you see the glimmer of firelight and the movement of shadows. Though at first it might have seemed like a bandit or military encampment, the jovial voices and light strains of music reveal the campfires of a travelling caravan. Wagons are pulled up to the tree line while horses graze on the tender, moonlit shoots of grass at their hooves. Several figures startle at your approach but none become immediately violent.

‘Who goes there? Mean you to harm us, travellers?’ The speaker is a man standing at the leading edge of the wagons. His hand rests on the stock of a shouldered crossbow but he has not brought it around to point at you yet. ‘Show yourselves. Come into the light.’

Though every instinct might scream that this is a trap, these are honest folk – the guards and merchants of the Northlands Trading Company. They have decided to camp slightly off the main road because of increased bandit activity and because the leader of the caravan, Haign, knows the area well and selected the campsite. They have been here many times in the years they have been in business and feel quite at home in these woods. Their hometown is actually Searsheld in the south but during spring and summer they range across Sommerlund trading their company goods. They have even travelled to Durenor on occasion and so are far from naïve to the realities of travelling Magnamund. The caravan is currently moving a full load of salted beef from Holmgard to Toran.

As long as the heroes comport themselves well and do not attack them, the Northlands Trading Company will treat them kindly. The caravan knows they are not far outside of Toran (their next stop) and can afford to be generous

with their food, though the heroes may not trust them well enough to eat it. If the heroes act rude or hostile, they will not be welcome at the Northlands’ fire. Otherwise, this is a friendly place to bed down with good conversation, fine food (a fresh rabbit stew with leeks and carrots) and the watchful eye of several guards.

If the heroes wish to learn of their hosts, assuming they have been allowed to stay, the following information can be gained from the caravan members. They are not particularly open or forthcoming about themselves but a few hours talking and laughing around the fire will have these folks talking freely and treating the heroes like family. The Northlands Trading Company is a good example of decent, honest Sommlending people.

Master Haign

An older man in his late 40s, Haign has black hair shot through with streaks of white and strong shoulders. His eyes often hold a harsh glare but he warms up to people quickly when not given a reason to stay suspicious. He does not talk much but he listens very well. Always mindful of trade and profits, he is the driving force behind his company.

Master Haign: CR 1; 2nd Level Sommlending Expert; ED 2d6+2; End 11; Init -2; Spd 30 ft.; AC 12, flat-footed 12; BCS +1; Atk +3 melee (1d8+3, mastercrafted mace[two-handed]) or +0 ranged (1d10/19-20, crossbow); Full Atk +3 melee (1d8+3, mastercrafted mace[two-handed]) or +0 ranged (1d10/19-20, crossbow); Space/Reach 5 ft./5 ft.; SA None; SQ Specialist (Appraise, Sense Motive); AL Balance; SV Fort +1, Ref -2, Will +3; Str 12, Dex 6, Con 12, Int 13, Wis 10, Cha 13

Skills: Appraise +7, Diplomacy +5, Gather Information +4, Handle Animal +4, Intimidate +3, Knowledge (geography) +4, Perception +3, Profession (merchant) +6, Sense Motive +7, Survival +4, Speak Duroth, North Speak, Sommlend
Equipment: 29 bolts, chainmail waistcoat, crossbow, mastercrafted mace, 25 Gold Crowns

Dame Feira

Haign’s wife of nearly twenty years, Feira is approaching her mid-thirties with some dread and desperately tries to make herself look younger than she is with creams, youthful clothing and far too much makeup. These measures are a pity, as she is still a very attractive woman and does not need any of it. She is very receptive to compliments but shrewd enough to know false praise when she hears it.

Dame Feira: CR 1; 2nd Level Sommlending Expert; ED 2d6+2; End 11; Init +1; Spd 30 ft.; AC 11, flat-footed 10; BCS +1; Atk +1 melee (1d6, club); Full Atk +1 melee (1d6, club); Space/Reach 5 ft./5 ft.; SA None; SQ Specialist (Gather Information, Perform); AL Balance; SV Fort +1, Ref +1, Will +2; Str 10, Dex 12, Con 12, Int 13, Wis 8, Cha 14

Skills: Appraise +6, Bluff +5, Diplomacy +7, Gather Information +8, Handle Animal +3, Perception +4, Perform (acting) +5, Profession (merchant) +5, Sense Motive +4, Sleight of Hand +6, Speak North Speak, Sommlend

Equipment: Club, 12 Gold Crowns

Tien and Tomas

Haigh's twin sons. These 'boys' are in their teens and already nearly as tall as their father. They are rambunctious and neither has any real desire to take over the family business when Haigh is ready to pass it on. Still, they are loyal and hard-working when the need arises and when the time comes for one of them to inherit, Haigh would have a tough time choosing between them.

Tien and Tomas: CR 1/2; 1st Level Sommlending Expert; ED 1d6+1; End 7; Init +1; Spd 30 ft.; AC 12, flat-footed 11; BCS +0; Atk +2 melee (1d8+3/x3, spear); Full Atk +2 melee (1d8+3/x3, spear); Space/Reach 5 ft./5 ft.; SA None; SQ Specialist (Handle Animal); AL Balance; SV Fort +1, Ref +1, Will +2; Str 14, Dex 12, Con 12, Int 11, Wis 10, Cha 12

Skills: Appraise +3, Athletics +4, Bluff +3, Diplomacy +4, Gather Information +4, Handle Animal +5, Perception +4, Profession (merchant) +3, Sense Motive +4, Survival +2, Speak North Speak, Sommlend

Equipment: Padded armour, spear, 8 Gold Crowns (each)

Kammi

A beautiful girl of fourteen summers with a head for business and her mother's looks, she has so far managed to completely escape her father's notice where the Trading Company is concerned. This frustrates her greatly since while her brothers have no interest in taking over the business, she desires it greatly and would be excellent in the role.

Kammi: CR 1/2; 1st Level Sommlending Expert; ED 1d6+1; End 7; Init +1; Spd 30 ft.; AC 11, flat-footed 10; BCS +0; Atk +0 melee (1d4-1/19-20, mastercrafted dagger); Full Atk +0 melee (1d4-1/19-20, mastercrafted dagger); Space/Reach 5 ft./5 ft.; SA None; SQ Specialist (Profession (merchant)); AL Balance; SV Fort +1, Ref +1, Will +3; Str 9, Dex 12, Con 12, Int 14, Wis 13, Cha 14

Skills: Appraise +6, Bluff +6, Diplomacy +6, Gather Information +6, Handle Animal +3, Intimidate +5,

Knowledge (geography) +5, Perception +5, Profession (merchant) +7, Sense Motive +5, Speak North Speak, Sommlend

Equipment: Mastercrafted dagger, 15 Gold Crowns

Kansen and Ullar Shenson

These two professional coachmen have a surname because their father was knighted for service to the crown four years before their birth. This fact is likely to come out during the heroes' time at the Northlands fire because they talk about little else. They are proud to handle the wagons for Master Haigh and equally proud of their horsemanship and teamster skills.

Kansen and Ullar Shenson: CR 1/2; 1st Level Sommlending Commoner; ED 1d4; End 4; Init +1; Spd 30 ft.; AC 13, flat-footed 12; BCS +0; Atk +2 melee (1d8+3/19-20, sword [two-handed]); Full Atk +2 melee (1d8+3/19-20, sword [two-handed]); Space/Reach 5 ft./5 ft.; SA None; SQ Common Role (Profession (coachman)), illiterate; AL Balance; SV Fort +0, Ref +1, Will +0; Str 14, Dex 13, Con 10, Int 11, Wis 12, Cha 10

Skills: Handle Animal +4, Knowledge (geography) +2, Knowledge (nobility & royalty) +1, Perception +1, Profession (coachman) +4, Speak North Speak, Sommlend

Equipment: Leather armour, sword, 7 Gold Crowns (each)

Melloc and the Four Hawks

The Hawks of Melloc are a mercenary troop out of Holmgard that have been serving the Northlands company for so long, they might as well be married into them. In fact, Melloc has his eye on Kammi to do just that in another year or two but the girl is wise enough not to want any part of him. While Melloc and the Hawks (Bunsel, Gurran, Faenar and Tallan by name) are decent and trustworthy men, Melloc himself is also a bit of a lout and not very good 'husband' material. Fortunately Haigh and Feira know this well and their daughter is in no danger of having to marry him.

Melloc: CR 4; 4th Level Sommlending Warrior; ED 4d8+12; End 33; Init +1; Spd 20 ft.; AC 18, flat-footed 17; BCS +4; Atk +7 melee (1d8+3/19-20, sword); Full Atk +7 melee (1d8+3/19-20, sword); Space/Reach 5 ft./5 ft.; SA None; SQ Weapon of Choice (sword); AL Balance; SV Fort +6, Ref +2, Will +2; Str 15, Dex 12, Con 14, Int 10, Wis 12, Cha 11

Skills: Athletics -1, Handle Animal +2, Intimidate +7, Knowledge (warfare) +3, Ride +3, Survival +2, Speak North Speak, Sommlend

Equipment: Chainmail, heavy shield, Potion of Laumspur, sword, 42 Gold Crowns



After an hour or two of relaxing company, the majority of the camp will settle down for a bit of sleep before sunrise. The practice of the Northlands folks is to rest four hours during the hottest part of the day in shade from the wagons and then sleep the same amount of time at night after dinner and music. It is an odd sleep schedule but it comes from Haign's grandfather and he is not about to break with family tradition. The Player Characters are welcome to bed down with them and leave in the morning or just inherit their camp site after they move on but the Northlands caravan will not be easily dissuaded from their routine even by talk of some 'terrible monster'.

Assuming the heroes have not managed to convince the caravan to press on without sleep (something only a Diplomacy skill check (DC 26) or magical coercion will accomplish), the Harrowing Hound will fall upon the camp roughly three hours

after the heroes arrive. This makes it between 4 and 5 a.m. so the night is still dark, tinged in red all around and filled with all kinds of ominous and dreadfully deep shadows for the voracious killer to leap out from.

Before the combat even begins, the Hound has silently and swiftly ambushed Kansen and Ullar when they stepped into the woods to relieve themselves. If the Games Master wants to give the Player Characters warning of the impending attack, one or more of the heroes might come across their rent, broken bodies still steaming in the scarlet light of the moon moments before the Hound tears into the camp from the other side. This is another plot scene and while the Player Characters are more likely to get in some blows against the creature while it is tearing apart the innocents around them, there is still little they can do to the beast directly. As the Games Master, reward the heroes for acting valiantly and either fighting to hold the beast back while people escape or taking control of the evacuation and getting people to safety. Do *not* feel chained to the 'scripted' combat below, especially if heroes' actions would cause something other than what is listed overleaf.

Bunsel, Gurran, Faenar and Tallan: CR 4; 2nd Level Sommlending Warrior; ED 2d8+4; End 16; Init +1; Spd 20 ft.; AC 17, flat-footed 16; BCS +2; Atk +5 melee (1d8+3/19-20, sword); Full Atk +5 melee (1d8+3/19-20, sword); Space/Reach 5 ft./5 ft.; SA None; SQ Weapon of Choice (sword); AL Balance; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 11
Skills: Athletics +1, Handle Animal +2, Intimidate +5, Knowledge (warfare) +1, Ride +2, Survival +1, Speak North Speak, Sommlend
Equipment: Heavy shield, scalemail, sword, 14 Gold Crowns (each)

The statistics for the Northlands Company are provided mostly for interactive reasons and it is not likely they will be required so long as the heroes keep their heads and do not attack the caravan directly. The Harrowing Hound's attack later on does not truly require statistics either, as none of the Northlands group can withstand the beast's terrible might.



Caravan Combat

Surprise Round

The Harrowing Hound pounces from the overgrowth and catches the closest sentry, Faenar, in its deadly claws. Between talons and bite, it rends him apart, literally shredding his chest open and spraying the trees at the outermost edge of camp in a wash of blood. His dying scream echoes through the camp, waking up all the Non-Player Characters and any sleeping Player Character as well. Anyone woken up will not gain the benefit of their Dexterity bonus for the first round of combat.

Round One (Roll Initiative)

Melloc and the remaining Hawks rush the creature, shouting for the caravan to arm themselves. The Harrowing Hound meets the charge of the Hawks without suffering any true injury as nothing they bear can harm it. With a full attack action, it utterly destroys Tallan and sorely wounds Gurran. Upon seeing the carnage and the sudden loss of half his men, Melloc sounds a retreat command to Haign. Even if the Player Characters attack the Hound in this round it will ignore them.

Round Two

The Harrowing Hound disembowels Gurran with a sweep of its talons and bites Bunsel's throat out with its fearsome fangs. This leaves Melloc alone to fight the beast but he bravely stands his ground. This is due as much to shock on his part as heroism but he is honestly no coward. Tien and Tomas hurl their hunting spears at the Hound, but they glance off harmlessly. Kammi and Feira begin loading the nearest wagon while Haign hitches up its horses. Neither of these actions will be done until the end of Round Three. If the heroes attack now, they may succeed in getting the Hound's attention if they succeed in inflicting any real Endurance damage past its defences.

Round Three

The family continues to load and ready their wagon while the twin boys rush to defend and aid their father. Melloc, if he still has the beast's attention, dies horribly to a full attack by it but manages to strike a lucky blow along its side that jars the blade stuck in its flank. The Harrowing Hound howls with rage and agony. This is a moment's pause which the family takes advantage of to start their wagon moving. If the heroes are in need of aid, Haign will shout for them to climb aboard as he pulls away; otherwise he has his own to think of and leaves the Player Characters behind. If the heroes have diverted the Hound's attention, it will flail wildly at them, spending a single attack on as many of them as it can reach. These attacks are severe but are not likely to kill the heroes outright.

Round Four

The Harrowing Hound is attracted to the sound of the moving wagon and the scent of panicked horses. It charges past anyone in its path, leaping over them if it has to and barrels through the campfire to reach the escaping merchants. It will not catch them this round but the fire it kicks up in its rampage quickly spreads to the discarded cooking oils and the mercenaries' rum, sending the whole camp up in a massive conflagration. The heroes will have enough time to grab their own things if they wish, but the rest of the caravan is engulfed in flames.

Round Five

This is the round in which the heroes can make a real difference. If they are brave enough to try to attack the Hound as it chases after Haign and his family, they can delay it enough for the wagon to get away. The hound will turn to fight them for a round before shrieking in unholy pain and bounding away again into the night. If Melloc is still alive, this is the perfect opportunity for him to suffer the full force of the Hound's wrath and die. If not, scatter the attacks among the heroes again. This scene should not be lethal for the heroes, but it will likely drop more than one of them below zero Endurance and terrify them as to the power and ferocity of the Harrowing Hound.

If the heroes do not chase and engage the Hound, it will catch the wagon this round and begin slaughtering the family. The twins are the first to go as they are brave enough to try attacking the creature as it leaps onto their wagon. The next round, Feira and Haign will die as the beast burrows its way into the violently listing wagon. During the seventh round if the 'heroes' have not helped (if only by getting the Hound's attention), its weight overturns the wagon and the horse's collapse under the twisting yoke. Kammi is killed in the crash and the Hound races off into the dark forest, howling in bloodlust and pain.

Concluding the Combat and the Scene

The battle should end with the Player Characters amid a chaos of fire and blood, wounded but alive. Once again, they have done battle with the Harrowing Hound and been unable to even seriously wound the creature. They probably bear severe wounds but they have to press on if they want to make it to Toran and find some way to end the threat of this terrible beast. If there are more critically wounded heroes than there are mobile ones, the Games Master is encouraged to have one or more horses survive the scene and provide a way for the indigent to be transported.



The Hound's Pursuit

Bitter Players may well be wondering at this point exactly why the Harrowing Hound is pursuing them so doggedly. They may well have figured out already that the Hound was sent to kill Andus – so with its mission complete, why is it pursuing them? There are a number of answers to this question, though some are dependent on the actions of the characters themselves:

- ◆ The Hound is in a great deal of pain following Andus' retaliatory dagger strike. It has fixated upon the characters, especially their scent, and is pursuing them as prey, though it is constantly distracted by its own pain and other, weaker targets (such as the caravan).
- ◆ Though the Hound is a beast, it is not entirely unintelligent. If it were stupid, it would follow them into Toran – which it does not. It has connected the characters with Andus's body and noticed that they have removed some of his items. The beast is dimly aware of the reason behind its mission – to destroy Andus *and* the information he carried – and will pursue anyone or thing that encountered the body before it arrived in the clearing.
- ◆ The Harrowing Hound is being enticed northwards anyway, though it is unaware of this. As it begins to chase the Player Characters, it becomes more and more drawn to Suukon's Crypt (see page 33).

If they have acted like heroes, Haign and his family are both alive and very grateful. They will never forget the Player Characters or their valour; if they ever meet again on the road or in their home in Toran, Haign will always make a place for the heroes. They will never want for a place to sleep in Toran or a shared campsite as long as he and his family live.

If the Heroes did not rest with the Caravan

Note that is quite possible that the heroes try to warn the caravan of the danger and then press onwards, leaving the doubtful traders behind. In this case, have the tired Player

Characters soldier on for another half an hour, until they crest a small rise on the road. Then describe a dreadful howl behind them. When they turn to face the Hound, they discover that they can see the caravan site in the distance behind them. Describe the scene above to the Players, round by round, as the Harrowing Hound butchers every single one of them in the firelight. Advise any characters that wish to run back that it would take at least ten minutes to get there.

In any case, provided the heroes have survived and wish to continue their journey, turn to **Act One, Scene Five**.

Act One, Scene Five: A Welcome Horizon

The heroes have not been given much opportunity to sleep since this terrible ordeal began. They have been travelling all night and aside from a brief rest at the Northlands camp, they have had little rest and little food. The Games Master should enforce this mood by ensuring that every time they try to make camp or rest, the howl of the Harrowing Hound echoes through the forest around them. They should feel hounded, literally, and dogged at every step. The entire purpose of this scene to give the Players both a sense of the bone-wearying exhaustion of the long hours behind them and the great relief of seeing a bastion of civilization and hope ahead. If the Players express any relief at all for seeing the gates of Toran, the Games Master will know this scene was a success. Read the Horizon text to the Players.

Horizon

It is well past sunrise when you top the rise looking down over Toran, one of the fairest cities in all of Sommerlund. A well-defended town, its stone curtain wall and guard posts are welcome changes from the forbidding forest and deep shadow that have harried you this entire journey. Wounded, tired and aching from the forced march, you move down into the Toran valley and follow the main road all the way up to its grand gates.

While the Player Characters will have to deal with the current Road Tax of a Gold Crown each (which is exorbitant but the kingdom is gearing up for a war it hopes it does not have to fight), this can involve as much or as little roleplaying as they desire. The two gate guards, Mat and Haz Soot, are actually quite jovial but they are also suspicious of any strangers that look 'foreign'. They may ask a lot of questions of Dwarven Gunners, Telchoi or Shadaki travellers but they will not bar entrance to anyone who remains calm and answers honestly (or at least honestly enough to fool their Sense Motive checks).

Mat and Haz Soot

Strangers to Toran arriving through the southern gate will often wonder why a prime entrance into one of the most important cities on the continent is only guarded by what appears to be a pair of yokels. These visitors miss the point. The Soot brothers are known for miles around as trustworthy, genial men. Folk for miles around trust them

and as such the south gate has become a nexus of friendly gossip. Nothing happens near Toran that Mat and Haz do not eventually come to learn of and they are experts at collaring all kinds of criminals and malcontents before they even get into the city. They also have a gatehouse full of Toran guards only a bell's ring away.

Mat and Haz: CR 1 1/2; 1st Level Sommlending Commoner / 1st Level Warrior; ED 1d4+1d8; End 8; Init +1; Spd 30 ft.; AC 15, flat-footed 15; BCS +1; Atk +3 melee (1d8+2/19-20, sword) or +2 ranged (1d10+1/19-20, crossbow); Full Atk Atk +3 melee (1d8+2/19-20, sword) or +2 ranged (1d10+1/19-20, crossbow); Space/Reach 5 ft./5 ft.; SA None; SQ Common Role (Profession (guard)), Weapon of Choice (crossbow); AL Good; SV Fort +2, Ref +0, Will +2; Str 14, Dex 10, Con 10, Int 11, Wis 14, Cha 13

Skills: Intimidate +2, Knowledge (geography) +4, Perception +5, Profession (guard) +4, Sense Motive +3, Speak North Speak, Sommlend

Equipment: 60 bolts, bronze hand-bell, chainmail waistcoat, crossbow, light shield, sword, 3 Gold Crowns (each)

Once the heroes are inside, they are likely to want a place to stay or to head to the sage Geroyne directly. Fortunately, both options are close to the southern gate of Toran and can be located easily. A polite question to either of the gate guards will reveal the location of the inn, while it will take a few inquiries on the street (and a Gather Information skill check, DC 15) to find Geroyne. If the heroes stay the night at the Boar & Pony Inn, the tavern staff can direct them to Geroyne's house for free in the morning.

Lastly, the Northlands Trading House is also located near the south gate and if the heroes need a friendly place to stay (and have earned it), they need look no further. If the heroes rode in with Haign and his family and made a good showing for themselves against the Harrowing Hound, his vouchsafing waives the Road Tax and gets them hospitality in his home without cost. He can also provide them with the location of Geroyne's home as the old sage has purchased exotic items from him in the past and they are acquainted with each other.

With all this in mind, continue on to **Interlude: Toran**.



Interlude: Toran

The heroes' visit to Toran is treated as an interlude rather than as a full act because there are so many options for them once they pass the city gate that plotting the action out by scenes would be difficult to do. Instead, a few key locations are detailed here and the rest is left to Games Master's discretion. Players should be reminded of the urgency of their mission here, which may limit their desire to 'waste time' on side trips to markets or other locales in the city, but they should not be forced to adhere to any given schedule or list of directions.

This Interlude gives details on three important locations – the guild house of the Crystal Star, the Boar & Pony Inn where the heroes may stay and recuperate if they need to and the home of the sage Geroyn. It is very possible that the Player Characters will only visit the latter but the other two are included in case they wish to do more than just consult with the sage about Andus and his fateful mission.

Healing

It is almost certain that the heroes will be injured when they arrive in Toran. Handling these injuries is up to the Games Master and largely depends on how hurt the Player Characters are and how much money the group has. On the positive side, Toran is a haven for magical learning and production, so Laumspur Potions and Rendalim Elixirs are available for purchase if necessary, at the usual costs (see page 127 of *Lone Wolf, The Roleplaying Game*). Such items are normally available at the Brotherhood Guild or a few herbal and magical supply shops near the town centre.

If the heroes are only lightly hurt, an evening's rest at the Boar & Pony will probably be enough to get them back on their feet.

If the heroes are badly hurt and poor, it is in the adventure's best interests to have them healed. **Acts Two and Three** are tough and weakened characters may not survive the trek to Suukon Crypt and the showdown with the Harrowing Hound. Fortunately, both of the major contacts that the Player Characters can meet in Toran have access to magical healing. Ayrendon will have some Initiates skilled in the Mend spell take the Player Characters to a natural spring in the small copse within the chapter house's grounds, where the young Brothers will heal all wounds the characters may have. Geroyn will simply use Restoration upon them.



The Guild House of the Crystal Star

The building in front of you looks more like a small fortress than a business or residence. Its white stone walls are very thick, buttressed with rock and steel and topped with a flaring parapet. The walls of the building bear several balconies, each one draped with a blue banner bearing a golden star motif. Entrance to the guild house of the Crystal Star in Toran is through a massive steel door guarded by a pair of well armed guardsmen, both of whom watch you impassively as you approach.

A key building in Toran, this tall tower is one of the highest freestanding structures in all of Sommerlund and an important landmark both for the Brotherhood of the Crystal Star and the nation itself. One of the oldest and most important chapter houses of the Crystal Star order, more lore on the magical arts is kept in this facility than anywhere else in Sommerlund. Its collection even rivals the great libraries of other nations and while it might not be able to claim to have more books and scrolls than any other location on Magnamund (the Great Library in Varetta has that honour), it certainly counts as one of the greatest stores of knowledge in the world.

The Toran chapter of the Brotherhood is important in many other ways. It is the centre of Crystal Star activities in Northern Magnamund from a political standpoint, as its members serve the many nobles of Sommerlund with distinction and honour. It trains some of the most powerful wizards in Northern Magnamund, many of whom rival the Dessi in sheer mystic talent. It also functions as a gathering point for information and contacts that span the whole of Magnamund and beyond. Those who serve in the chapter house directly are of the finest calibre, though not all of the inhabitants and work staff are mages in the classic sense of the word. At any given time, there are 50 or 60 people present in the guild house, less than half of whom are trained wizards. Commoners, Experts and Adepts round out the rest of the constant staff, fulfilling such diverse roles as kitchen help and maintenance work. Whether a meal needs to be cooked or an entrance examination needs to be given, there is a specialised member of the tower to handle the task.

Brotherhood Player Characters should feel quite at home here. Indeed, they can stay here during their travels for free, just as they could any guild house for the Crystal Star anywhere on the face of Magnamund. While they may be required to do some minor scribe work to earn their keep while living in the guild house, this opportunity can be the basis of some excellent roleplaying between Brotherhood heroes and their wizardly peers. Unfortunately, non-members of the guild cannot stay on the premises and will have to find other nightly accommodations.

Games Masters should keep in mind that the guild house is likely to be used in this adventure only if the Player Characters decide to take their findings to the Brotherhood rather than Geroynd directly. Doing this will get them an audience with Ayrendon in his offices very quickly. While the overbearing sub-leader of the guild house will not appreciate the loss of a fine Agent of the Star, he will see the information as an opportunity for him to advance his ranking in the guild at the heroes' expense. He will be able to provide all the same information Geroynd would (even consulting with Geroynd privately to gain knowledge of the Suukon Crypt) but his price will be direct service to himself, confiscation of everything found on Andus's body and possession of the weapon once the Harrowing Hound is dead.

Despite this, he will treat the heroes fairly. They may be useful pawns later, after all, so alienating them does not serve his interests. He will therefore offer to sponsor their journey to the Suukon Crypt by providing equipment and supplies. This will take the form of a Brotherhood Wand of Lightning Hand with 11 charges, four meals per Player Character, bedrolls, rope and even a riding horse for any hero in need of such a boon. This offer is of course contingent on what the heroes tell him; if they do not provide him with all the details of their discoveries, the Games Master will have to adjust his response accordingly. In any case, Ayrendon will try to capitalise the heroes' attention, knowing full well that they have useful and diverse skills he could use at a later date. To this end, he will offer any character with promise and potential a place in the secret order of adventurers and investigators that serve the Brotherhood as Agents of the Star.

If the heroes accept the self-serving aid of Ayrendon, Keeper of Tomes, turn to **Act Two, Scene One** when they are ready to proceed with the adventure.



Ayrendon, Keeper of Tomes and Assistant Master of the Toran Chapter house

Ayrendon enjoys his role as second in command of the guild house greatly, too much so for the comfort of many students and members of the staff. While he is not an evil man, he does delight in having power over others and has no compunctions about making life difficult for those that do not immediately and constantly respect his authority.

Ayrendon: CR 15; 15th Level Sommlending Brother of the Crystal Star; ED 15d4+15; End 54; Init +3; Spd 30 ft.; AC 13, flat-footed 10; BCS +7/+2; *BMCS* +15/+10/+5; *BMD* 2d6; Atk +9 melee (1d6+2, mastercrafted quarterstaff) or +20 ranged (5d6 fire, Fire Rod); Full Atk +5/+5/+1 melee (1d6+2, mastercrafted quarterstaff) or +20 ranged (5d6 fire, Fire Rod); Space/Reach 5 ft./5 ft.; SA Brotherhood Spells, Words of Power; SQ Magical Combat, Wizard's Oath; AL Balance; SV Fort +6, Ref +8, Will +10; Str 12, Dex 16, Con 12, Int 20, Wis 13, Cha 14

Skills: Appraise +8, Bluff +12, Concentration +10, Craft (alchemy) +9, Gather Information +6, Intimidate +6, Knowledge (arcana) +20, Knowledge (architecture & engineering) +6, Knowledge (history) +15, Knowledge (nobility & royalty) +10, Knowledge (the planes) +13, Occult +20, Perception +5, Profession (guild master) +9, Sense Motive +12, Speak Celestial, Dark Tongue, Duroth, Eldreth, Naelan, North Speak, Sommlend

Brotherhood Spells: Counterspell*, Invisible Shield*, Levitation*, Lightning Hand*, Mend, Mind Charm*, Net*, Sense Evil, Silence*, Vigour. Spells marked with * cost one less Endurance to cast.

Brotherhood Words of Power: Denial*, Dominion*, Entrapment*, Energy*, Force*. Words marked with * cost one less Endurance to cast.

Equipment: Crystal Star Pendant, Fire Rod, mastercrafted quarterstaff, Rendalim Elixir, 125 Gold Crowns



The Boar & Pony Inn

This warm, inviting building is mostly constructed of dark wood with white stone supports. The front bears a window of actual glass, frosted along its edges and banded in iron. A wooden horse statue graces the front porch, while a bas relief plaque of a rampant boar hangs over the double doors leading inside. Even from the street, the smell of spiced apples wafts from the open shutters of the kitchen and the sounds of pleasant company can be heard echoing inside.

This entry describes a typical inn one might expect to find in the cities of Sommerlund. The Boar & Pony is a fixture of Toran, named to commemorate the two animals that the founder had to sell to purchase the property 100 years ago, the tavern has been a popular spot with guards from the nearby southern gate and residents from around the neighbourhood. The Boar & Pony has two true claims to fame:

The first is its excellent menu and spirits selection. The current proprietor is something of a perfectionist in both the kitchen and the stockroom, insisting on the very best of everything for his clients. He often has to settle for less than that but his methods of preparation and presentation more than make up the difference. There are few inhabitants of Toran that have not graced themselves with at least one meal at the Boar & Pony. The guards and soldiers of the city are especially loyal customers because of the substantial discount the owner of the tavern affords to military patrons. This loss of revenues has been made back more than a thousand fold over the years of the discount's existence, with more members of the city watch and defence force visiting for a quick lunch or a long pull of the ale keg every week. These military guests also provide the side benefit of making the Boar & Pony a very safe place to sleep.

The second reason for the place's popularity involves the Boar & Pony's most recent attraction – a Shadakine slave girl rescued during a Durenese naval expedition a few years ago. Brought to Port Bax in Northern Magnamund with no home to return to and few real skills, the exotic-looking young woman worked her way up from waiting tables to dancing on the inn's simple stage near the hearth. Keirra, the slave girl in question, is very graceful and attractive, two qualities that make her quite the draw on weekend nights when she performs.

The heroes may learn of the Boar & Pony Inn from the southern gate guards or through idle chatter around the Northlands' camp fire. They might also know of it personally if any of the Player Characters are Sommlending or have a reason to favour taverns of note in Toran. Regardless of how they find it, a night in the Boar of Pony will cost 1 Gold Crown for each hero. That fee covers a hearty dinner and

a comfortable bed in a shared room of three other guests. 3 Gold Crowns purchases a single room and breakfast as well as dinner. Heroes staying at the Boar & Pony can also learn about Geroyn without needing a Gather Information check as the regular patrons know him well as a fellow customer. Many of them even know where the sage resides and will freely point his house out to the heroes so long as none of them seem the sort to wish Geroyn any trouble.

For an idea of just who the characters might encounter in the Boar & Pony Inn, several characters are provided here. The heroes can interact with any of them; this scene can make for excellent roleplaying and should not be cut short or summarised as long as the heroes are enjoying talking to the colourful patrons and staff here. Unless statistics are mentioned, assume that every character is simply a skilled commoner with no relevant combat abilities.

After a restful night's stay at the Boar & Pony, turn to **The Home of Geroyn, Sage of Ancient Lore** as soon as the heroes are ready to proceed.

Boar & Pony Staff

Colman

As the last son of the family that has owned the Boar & Pony for over a century, it falls on this handsome but aging Sommlending man to either sire an inheritor or find someone to pass the tavern to when he reaches retirement. So far, he has had little luck at either, though it is not from lack of trying. Colman is a warm and inviting person, willing to extend the hospitality of his establishment to anyone willing to remain peaceful within its walls. Colman is always downstairs during the day, serving drinks and conversation from breakfast to dinner without fail.

Colman: CR 1; 2nd Level Sommlending Expert; ED 2d6+4; End 13; Init +0; Spd 30 ft.; AC 10, flat-footed 10; BCS +1; Atk +3 melee (1d6+3, club [two-handed]); Full Atk +3 melee (1d6+3, club [two-handed]); Space/Reach 5 ft./5 ft.; SA None; SQ Specialist (Diplomacy, Profession (innkeeper)); AL Good; SV Fort +2, Ref +0, Will +4; Str 14, Dex 10, Con 15, Int 13, Wis 12, Cha 14

Skills: Diplomacy +8, Gather Information +7, Handle Animal +7, Intimidate +3, Perception +5, Profession (brewer) +6, Profession (cook) +6, Profession (innkeeper) +7, Sense Motive +7, Speak North Speak, Sommlend
Equipment: Club, 33 Gold Crowns

Tianna

Tianna has been with the Boar & Pony since Colman took her and her brother in off the streets, ten years ago. While her brother Mikel has since ran away to find a more exciting life (and found it as a member of the largest criminal group in Toran), Tianna has remained with Colman out of loyalty and gratitude. She has also matured into a fine looking woman with a solid grasp of business. She has been a favourite of patrons of the Boar & Pony for years but the arrival of Keirra has slightly displaced her, at least for the moment. While she resents this, she is a good person at heart and would never do anything rash about it. Any Player Characters who flatter Tianna and generally cheer her up will find that their night's stay at the Inn costs only half what it usually does.

Tianna: CR 1; 2nd Level Sommlending Commoner; ED 2d4+4; End 10; Init +1; Spd 30 ft.; AC 11, flat-footed 10; BCS +1; Atk +1 melee (1d6 nonlethal, sap); Full Atk +1 melee (1d6 nonlethal, sap); Space/Reach 5 ft./5 ft.; SA None; SQ Common Role (Profession (waitress)); AL Good; SV Fort +2, Ref +1, Will +2; Str 10, Dex 13, Con 14, Int 12, Wis 15, Cha 15

Skills: Bluff +3, Diplomacy +3, Gather Information +3, Intimidate +3, Perception +4, Profession (cook) +2, Profession (innkeeper) +2, Profession (waitress) +6, Sense Motive +3, Speak North Speak, Sommlend

Equipment: Sap, 8 Gold Crowns

Keirra

This beautiful and graceful Shadakine young woman is quite out of place in Toran. With dark eyes, black hair and deeply tan skin, she is the very picture of alluring beauty. While Colman will not allow her to dance the same way she was forced to do for the crew of the pirate boat that until recently enslaved her, even her tamer dances every other night at the Boar & Pony are enough to attract a remarkable amount of business. Despite her looks, Keirra is a very shy girl and remains in her room or by Colman's side whenever she is not performing. While Colman's

general staff, especially Tianna, might be very jealous of her beauty and talent, they are also fiercely protective of her as are many of the Boar & Pony's patrons. Anyone acting towards Kierra in anything but a pleasant fashion will rapidly be warned by Colman or Tianna to back off. Should heroes ignore this warning, they will be thrown out of the inn and permanently barred.

Keirra: CR 1; 1st Level Shadaki Buccaneer; ED 1d6+1; End 7; Init +4; Spd 30 ft.; AC 14, flat-footed 10; BCS +0; Atk -1 melee (1d6-1 nonlethal, sap); Full Atk -1 melee (1d6-1 nonlethal, sap); Space/Reach 5 ft./5 ft.; SA Sneak Attack +1d6; SQ Buccaneer Flair (Uncanny Dodge); AL Balance; SV Fort +1, Ref +6, Will +0; Str 8, Dex 18, Con 13, Int 14, Wis 11, Cha 17

Skills: Acrobatics +8, Athletics +3, Bluff +5, Escape Artist +8, Gather Information +7, Perception +4, Perform (dance) +7, Profession (waitress) +3, Sense Motive +4, Sleight of Hand +8, Speak North Speak, Shadar, Southernath

Equipment: Sap, 15 Gold Crowns

Shuura, Kala, Veira and Marton

These folks handle the tavern's operations from day to day. Shuura and Kala are the daytime help while Veira and Marton work the night shift. Any of these Commoners have been trained to handle the kitchen and serves drinks for the few occasions when Colman is either ill or occupied elsewhere. Kitchen service is available from 7 a.m. in the morning until midnight, though these hours vary slightly. All are friendly and helpful, as that is the kind of person Colman attracts as an employee. All are also required to wield saps when on duty - Colman is quite aware that sometimes his rowdier customers need more than a little persuasion to leave when intoxicated.

Shuura, Kala, Veira and Marton: CR 1; 1st Level Sommlending Commoner; ED 1d4+1; End 5; Init +1; Spd 30 ft.; AC 11, flat-footed 10; BCS +0; Atk +0 melee (1d6 nonlethal, sap); Full Atk +0 melee (1d6 nonlethal, sap); Space/Reach 5 ft./5 ft.; SA None; SQ Common Role (Profession (waitress/waiter)); AL Balance; SV Fort +1, Ref +1, Will +0; Str 10, Dex 13, Con 12, Int 10, Wis 11, Cha 12

Skills: Diplomacy +2, Gather Information +2, Perception +2, Profession (cook) +2, Profession (waitress/waiter) +4, Speak North Speak, Sommlend

Equipment: Sap.

Boar & Pony Regulars

Mikel

Still welcome in the Boar & Pony only because Colman granted his hospitality once and is too soft-hearted to rescind it, Mikel is nonetheless rarely here because of the poor service the staff give him and because he hates to see his sister and her disapproving stares. He only ever comes here if he must to conduct 'business' for the crime lords he works for and then only because the clients insist on using the inn's reputation for safety. If he is present on a given night, he will be able to connect any curious Player Characters with a cornucopia of shady Toran-based information for 50 Gold Crowns or 'a favour'. Should a character avail themselves of Mikel's help, he adds a +4 bonus to any one Gather Information check they may make... but woe betide any hero who owes Mikel a favour. He may also be able to arrange for the purchase of special or even magical items. Such sales, and what merchandise might be available, is entirely up to the Games Master.

Mikel: CR 2; 4th Level Sommlending Expert; ED 4d6; End 16; Init +2; Spd 30 ft.; AC 13, flat-footed 11; BCS +2; Atk +3 melee (1d4+1, dagger); Full Atk +3 melee (1d4+1, dagger); Space/Reach 5 ft./5 ft.; SA None; SQ Skill Advancement (Knowledge (arcana)), Specialist (Appraise, Diplomacy, Gather Information, Profession (fence)); AL Balance; SV Fort +1, Ref +3, Will +5; Str 12, Dex 15, Con 11, Int 14, Wis 12, Cha 14

Skills: Appraise +10, Bluff +9, Diplomacy +10, Forgery +7, Gather Information +10, Intimidate +7, Knowledge (arcana) +3, Knowledge (geography) +7, Perception +6, Profession (fence) +10, Sense Motive +6, Speak North Speak, Sommlend, Southernath

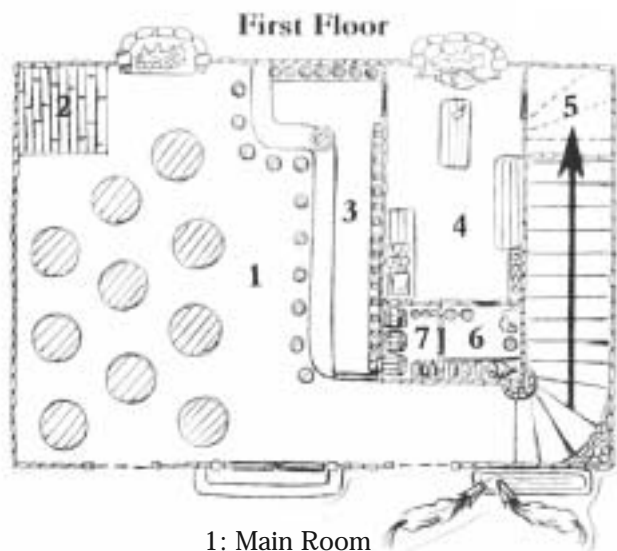
Equipment: Dagger, padded armour, 47 Gold Crowns

Knight-Enduring Barnet, Captain of the Southern Toran Guard

A fine example of one of the Boar & Pony's more important customers, Barnet commands the guards of the southern gate and frequents the Boar & Pony as often as his schedule allows. He is an older Knight who never achieved the high ideals of his youth and instead settled into a responsible but largely undemanding position. He patronises the Bear & Pony during most evenings, especially since the arrival of Keirra (whom he has taken a strong fancy to). If Barnet is present on any given night, Mikel will absolutely not remain in the tavern. Note that if the heroes comported themselves well at the southern gate, Barnet will have heard of this and be well-disposed towards them (+1 to any Charisma-based checks with Barnet). If the heroes were unpleasant at the gate, or become too friendly with Kierra or Mikel, they will earn his distrust (and suffer a -2 penalty to Charisma-based checks with Barnet). Any Player Character who assaulted his guards or hurt Kierra are in for a very tough time in Toran, as Barnet will use every means at his disposal to have them ejected from the city post-haste.

Knight-Enduring Barnet: CR 5; 5th Level Sommerlund Knight of the Realm; ED 5d10+5; End 37; Init +0; Spd 20 ft.; AC 19, flat-footed 19; BCS +5; Atk +10 melee (1d10+4/19-20, mastercrafted broadsword); Full Atk +10 melee (1d10+4/19-20, mastercrafted broadsword); Space/Reach 5 ft./5 ft.; SA None; SQ Born to the Sword, Code of Honour, Knightly Skill +1, Never Falter, Oathsworn, Saddlemastery; AL Good; SV Fort +5, Ref +1, Will +1; Str 16, Dex 10, Con 13, Int 11, Wis 11, Cha 14

Skills: Athletics -4, Diplomacy +3, Handle Animal +3, Knowledge (history) +1, Knowledge (nobility & royalty) +3, Knowledge (warfare) +3, Profession (guard) +2, Ride +4, Sense Motive +2, Speak Duroth, North Speak, Sommlend
Equipment: Heavy shield, mastercrafted broadsword, platemail, Potion of Laumspur, 36 Gold Crowns



- 1: Main Room
- 2: Stage
- 3: Bar
- 4: Kitchen
- 5: Storage
- 6: Iceroom
- 7: Barrel Storage



- 8: Dormitories
- 9: Single Rooms
- 10: Staff Rooms
- 11: Closet
- 12: Colman's Room

The Home of Geroyn, Sage of Ancient Lore

Quiet and unassuming, this narrow domicile looks like many other buildings on the street. The only things out of place about its tidy but businesslike appearance are the small silver stars inlaid on the wooden shutters and over the threshold of its oaken front door. There is a light burning in the upstairs front window but the rest of the house seems dark and quiet.

Visiting Geroyn puts the Player Characters back on the right track to finish the adventure. Geroyn, a powerful wizard of the Brotherhood tradition and a direct agent of the nobility of Sommerlund, is also a learned sage and a scholar interested in artefacts and knowledge of the past. His skills and curiosity brought him into contact with the Agents of the Star years ago when the Brotherhood was using them to man dig sites all over Northern Magnamund. It was there that he met Andus and they began their friendship. As they both had an interest in ancient things, they found much to talk about during their digs and soon became close comrades. Though missions and the differences in their work kept them from seeing each other for months or even years at a time, they continued to be trusted friends. Geroyn will take the news of his death very hard but it will also convince the old sage that things have become serious enough to dispense with the usual channels in the guild and speak with the heroes directly.

Of course, if the Player Characters do not act respectfully or explain the reason for their intrusion well, Geroyn may be less than helpful and if he becomes offended at their behaviour (not respecting Andus or his sacrifice would accomplish this offence quickly), it might take good roleplaying or Diplomacy skills to convince him to help at all. Ultimately, speaking with the old man is vital to the rest of the adventure, though it is not critical (see the Brotherhood entry above for another plot option).

Geroyn is fond of bai-mint tea with a sprig of laumspur, something he drinks every night to help with the growing aches and pains of getting older. Once he invites the heroes into his home, he will offer each of them a cup, though he will not insist on any of them drinking it with him. Those that accept will find that the tea is very soothing, healing one Endurance just from its innate properties alone. Bai-mint tea needs five minutes to brew properly and can only heal a single point three times a day for any given character. Each dose of the tea (and the laumspur sprig that garnishes it) costs 5 Gold Crowns from the small herbal shop Geroyn frequents. No-one else in Toran sells it and Geroyn will not sell any of his private stock. After a hot cup of tea, Geroyn will be ready to discuss things in earnest. As mentioned, he takes the news of his friend's death very hard. After a long, painful moment, he will ask

if his friend left behind any documents (assuming they have not already been discussed). This will, if the heroes feel comfortable trusting the scroll and the journal to Geroyn, lead the old sage to make the connections listed below in Geroyn's Message.

Geroyn, Sage, Keeper of Lore and Order of the Star Contact

Ayrendon enjoys his role as second in command of the guild house greatly, too much so for the comfort of many students and members of the staff. While he is not an evil man, he does delight in having power over others and has no compunctions about making life difficult for those that do not immediately and constantly respect his authority.

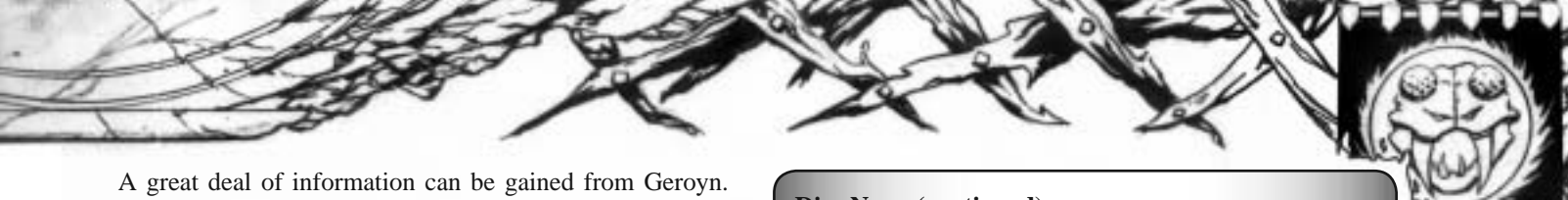
Geroyn: CR 12; 12th Level Sommlending Brother of the Crystal Star; ED 12d4-12; End 19; Init +2; Spd 30 ft.; AC 11, flat-footed 10; BCS +6/+1; *BMCS* +12/+7/+2; *BMD* 2d6; Atk +19 melee (1d6+1, Wizard's Staff); Full Atk +14/+14/+9/+4 melee (1d6+1, Wizard's Staff); Space/Reach 5 ft./5 ft.; SA Brotherhood Spells, Words of Power; SQ Magical Combat, Wizard's Oath; AL Good; SV Fort +3, Ref +5, Will +12; Str 7, Dex 13, Con 8, Int 19, Wis 18, Cha 17

Skills: Appraise +9, Bluff +5, Concentration +X, Diplomacy +5, Gather Information +8, Heal +8, Knowledge (arcana) +19, Knowledge (architecture & engineering) +5, Knowledge (Darklands) +6, Knowledge (dungeoneering) +5, Knowledge (geography) +14, Knowledge (history) +19, Knowledge (nature) +6, Knowledge (nobility & royalty) +9, Knowledge (religion) +8, Knowledge (the planes) +8, Knowledge (warfare) +5, Occult +19, Sense Motive +6, Speak Aquan, Auran, Celestial, Dark Tongue, Draconic, Drakkar, Duroth, Dwarven, Eldreth, Giak, Giant, Ignan, Ixtian, Naelan, North Speak, Shadar, Sommlend, Southernath, Teloc, Vaderish, Vassan

Brotherhood Spells: Counterspell*, Invisible Shield*, Levitation, Lightning Hand, Mend*, Mind Charm*, Net*, Sense Evil*, Silence, Vigour. Spells marked with * cost one less Endurance to cast.

Brotherhood Words of Power: Awareness*, Restoration*. Words marked with * cost one less Endurance to cast.

Equipment: Crystal Star Pendant, Wizard's Staff (+1 mastercrafted, +2 magical), 17 Gold Crowns



A great deal of information can be gained from Geroy. If the Games Master would feel more comfortable putting the Dire News, Intriguing Offer and Noble Blade sections of speech in his own words, that would be perfectly acceptable. Only the text sections relevant to what the heroes have shared with Geroy should be read aloud; the rest will simply be missed opportunities.

Should the Heroes show Geroy Andus' Journal...

The old sage will handle the journal carefully and request the scroll mentioned within its pages, if the heroes have not already shown it to him. If they do not realise they have it (the scroll is still hidden within the cloak), Geroy will realise this and expertly and safely remove the scroll. In any case, Geroy will take more than an hour to pore over the documents, a worried look on his face that only gets worse as the minutes creep past. Then he gets down several old tomes and consults them, mutters prayers to Ishir for guidance as he pours over the aged manuscripts. This will be a tiring few hours for the heroes and they would do well to get some rest if they do not want to watch him work. Geroy will allow them to stay in his guest room or sleep on his couch; he will be too busy to be worried about strangers in his home.

Once he is certain of his findings, likely just before dawn, he will call the heroes together and tell them what he has discovered. Read the Dire News text to the characters.

Dire News

Dire news, I am afraid. I recognised a pair of words in the dark text. They refer to one of the foul components used in the beast Andus described as a Harrowing Hound. Such a creature appears nowhere in any of my lore but the 'component' does. The claws and fangs of this monster resemble those of an ancient being called an Ice Demon. I am not sure where such creatures dwelled but they were far to the north of us once and I believe they are extinct now.

Though the thought of these Hounds having even a fraction of the power of these demons is terrible to contemplate, we may have hope because of it. Once, many years ago, I was part of a small expedition in the Durncrag Mountains west of here. We uncovered a crypt in the shadow of those mountains, one more ancient than any construction I have ever seen. On the walls of that crypt, there were several pictograms written in a tongue I have come to associate with the Suukon, a race of unimaginable power.

Dire News (continued)

This Suukon Crypt, if its markings are to be believed, belonged to a member or servitor of the race that fell fighting the Ice Demons. Some of the glyphs mentioned a powerful weapon that defeated many of the vile creatures before its bearer died. In those days, we only located such ancient sites. Exploration was left to others when the Crown ordered it, but I do not think the Crypt has ever been disturbed.

Until now that is, I think. If the Suukon Crypt bears a weapon of power capable of destroying the Harrowing Hound, we must recover it with all haste! I will gather a force of soldiers to travel there as quickly as I can, but you... perhaps you could ride ahead. You can move faster than a contingent of troops and have a better chance, I think, of success.

There is another concern. If this creature is capable of doing what I think it is, it may trap the spirits of those it kills inside the crystals studding its body. This makes it even more dangerous, as it is only a matter of time before it slays someone with knowledge critical to the safety of the realm. If it has a master in the Darklands and returns there with that spirit, we may all be in peril.

There is no time to waste! Will you go?

Should the Heroes ask about Andus' cloak or the Order of the Star...

If the heroes seem interested in Andus' starred cloak or the Agents of the Star, Geroy will talk with them for a short time to determine if they have the sensible and valiant temperament required of an Agent to be. In effect, only if they impress upon him that they would be the sort of hero to have sacrificed themselves for their duty the way Andus did will Geroy give them the offer (read the Intriguing Offer text). Otherwise, he will watch them for a while (several more game sessions at least) before making the offer, assuming he ever does.

Intriguing Offer

It is interesting that you should ask. This cloak is one of the marks of the esteemed Order of the Star, a gathering of trusted agents and friends of the Brotherhood of the Crystal Star that handle tasks... ill-suited... for wizards to deal with on their own. Andus was a valued member and he gave his life to get this information to us. Such a sacrifice will never be forgotten.

Intriguing Offer (continued)

But perhaps he brought us more than that as well. If you would be interested in keeping that cloak and learning more about the Order of the Star, I might be able to arrange a meeting between you and the current Starmaster here in Toran. You seem brave enough and strong enough to carry the burden that such an honour would entail. Of course, there is no shame in following your own destiny instead.

What say you?

If the hero(es) approached are interested, the cloak can remain in their possession. Otherwise, Geroyyn insists that it be returned through him to the Order. It is not the kind of object that should remain out of Agent hands for long and if the heroes do keep it, the wearer would be constantly mistaken for a member of the Order in any case, especially here in Sommerlund. Agreeing to Geroyyn's offer has no direct game effect other than allowing the heroes to keep Andus' starred cloak. Any meeting with the Starmaster in Toran can take place after this scenario concludes, assuming the interested Player Character survives the terrible ordeal to come. That survival and the fact that the heroes brought back the information and Andus' journal in the first place will all stand in good stead when they are judged for entry into the Order.

Should the Heroes ask about Andus' Dagger Hilt...

If they show Geroyyn the broken dagger hilt found by Andus' dead horse, Geroyyn will instantly recognise it as a magical weapon that belonged to Andus. The fact that the blade is missing reveals to Geroyyn the reason for the Hound's anguish. Ironically it seems Andus' last act with the weapon may have been what has saved the heroes so far. He will ask to examine it, nodding to himself as he inspects the broken edge and then tell the Player Characters what he might be able to do.

Noble Blade

This weapon was not among the great relics of the world. But it was a keen and deadly dagger once wielded by my slain friend. I think he would want it back in the hands of those who finished his final mission. Yes, that would be a fitting destiny for it indeed. I should imagine the other half of this weapon is in the very beast that killed Andus. It is, I believe, the reason for the Hound's constant pain and the cause of its limited ability to pursue you. Were you to slay the beast and recover the blade

Noble Blade (continued)

that goes with this handle, I can arrange to have the weapon repaired. I would not charge for this service. It is the least I can do for those that would risk themselves to complete what Andus died for.

It will be quite a prize once it is restored. Leave the hilt here with me and I will begin preparations. I have a good feeling about the success of your mission now. I am sure Andus' spirit is with you and will guide you along the path to victory. Hurry back with news of the Hound's demise and the dagger's blade. I will take care of the rest.

Geroyyn is as good as his word. If the heroes return with the blade (which must be extracted from the Harrowing Hound once it is slain), he will have the two pieces fitted back together again and present the Jewelled Dagger to the heroes. This is not the only reward he has in mind for the Player Characters but it is the one that means the most to him personally. As long as the heroes deal in good faith with him, he will be truly honoured to see the dagger passed on to a new wielder. He may also let slip that the dagger once had a longer cousin that matched it...

Geroyyn has many treasures both as personal items in his collection and through his contacts at the Brotherhood house. He can and will provide any Player Character in need of a single mundane (non-racial) weapon for free (plus 30 rounds of ammunition if needed). Mundane needs such as horses, camping supplies or meals will also be provided (up to 300 Gold Crowns worth of equipment in total).

He also has a magical gift to bestow. He has long been trying to deal with a damaged Fire Rod that came into his possession more than a year ago. It has a cracked ruby in its haft that constantly leaks magic. While he has halted the loss of power, the Fire Rod is nearly spent and he knows of no way to renew its magic. He will present the it to the Player Characters, explaining that its magic will be permanently lost after three uses. He advises them to choose its activations carefully; once the rod is depleted, its power will be lost forever. This Fire Rod only has a range of 150 feet and produces a blazing ray which deals 5d6 fire damage as a magical ranged attack. Its Counterspell DC is 17.

When the heroes are ready and have been given directions to lead them onward, turn to **Act Two, Scene One** to begin the journey to the Suukon Crypt.

Act Two: The Suukon Crypt

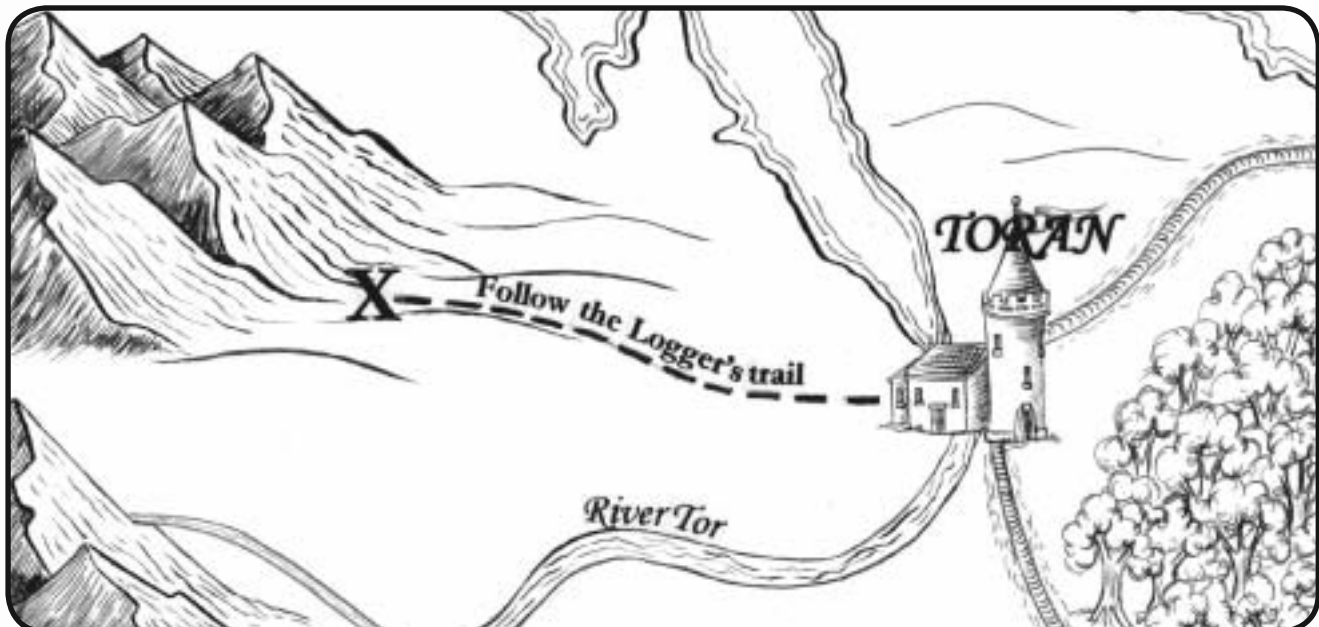
Synopsis: The heroes venture forth from Toran, follow the trail marked for them by their patron and seek out the hidden Suukon Crypt. After deciphering the script on the tomb's entrance or simply forcing their way in, they endure or avoid the deadly traps and restless undead guardians found within. If they are fortunate, skilled and brave, they will emerge with the ancient treasure of the honoured warrior buried in the crypt – the Shianlune Bow.

This act details the journey to, exploration of and escape from the Suukon Crypt, an edifice built to honour a warrior of the Ancients that fell in battle against the Ice Demons during the Shianti's first war with those powerful and evil creatures. While the combat that claimed the warrior's life was far from the shores of Sommerlund, it was his dying wish that he not be buried amid the frozen wastes of Kalte. As such, the ancient Suukon (another name for the Shianti)

brought him south until they reached a great range of mountains and constructed his tomb there. By that time, the war the Shianti fought against the Ice Demons had waged until they tired of killing. In addition to interring the warrior himself, the Shianti also buried his deadly weapon, the Shianlune Bow, in the hopes that by setting aside their tools of destruction, they might find a better, more peaceful way to live. This sentiment would repeat itself many times in the centuries to come, though the Shianti would never truly escape the onus of their terrible power.

Now, long after the departure of the Shianti, the Player Characters find themselves travelling west to the foothills of those same mountains in the hope of recovering that weapon and dealing with a creature born of a dark and twisted power all its own. This act ends with the heroes emerging from the Suukon Crypt as it collapses in around them and crawling their way back into the red light of the Blood Moon...

Act Two: The Suukon Crypt





Act Two, Scene One: The Dead Road

The path starts a few hours from the western edge of Toran. The directions you received made the trail easy to find but its winding, ancient surface is so overgrown and disused that keeping it has proven far more difficult. The path skips dozens of strides at a time and occasionally vanishes completely beneath dense undergrowth decades old. Your directions mentioned the trail being largely abandoned, but from what you can see, 'entirely abandoned' would be more appropriate.

The last people to use this trail were Geroyn and his assistants when they found the Suukon Crypt the first time. The trail was once a logging and hunting path but easier fare was found to the south and it fell into complete disrepair. Now the area is a sylvan tangle of immense trees, vining plants and wild animals including some very sizable and fearsome predators. For those with the ability to see such things, the signs of these dangerous beasts are everywhere – tracks and spoor abound.

This scene is a chance for the Player Characters to discuss their options, consider tactics, and plan their approach to the crypt. While there are signs of dangers along the trail, there are no planned encounters. In fact, the woods are conspicuously quiet and empty around the Player Characters and will remain so for the entirety of their two day journey west. This should be a time fraught with concern and worry, as the lack of any visible animals should begin to alert the wilderness-wise members of the group. With the signs of constant activity, this part of the forest should be teeming with life.

Any character with the ability to Follow the Trail or the Knowledge (nature) skill can identify the problem, though many of the Players are sure to suspect the truth. A check with either ability (DC 15) will show that an unnatural beast has been in the area and the normal denizens of the wood have fled before it. The Harrowing Hound is stalking this land, bringing down anything in its path and searching for the heroes.

Near the end of the first day, when the group has made it about halfway along the trail, read the Dead Road text to the Players.

Dead Road

The stench of blood and bile catch your attention. The setting sun offers just enough light to see that a short distance north of the trail, a mass of hair and meat lies mangled in the foliage. Bones jut out of the corpse at odd angles and the grass all around is stained with dried and rancid blood from where whatever the creature might have been was slaughtered so brutally.

This is the carcass of a deer that did not escape the claws of the Hound, though it will take a Survival (or Heal) skill check (DC 15) or Knowledge (nature) check (DC 13) to identify it as such.

A thorough examination of the mess will and a successful DC 12 Heal check, will also verify that the deer was slain by a creature with claws like those used on Andus and his horse. This can be confirmed by the tracks located around the corpse – a Perception (DC 14) or Survival (DC 10) check reveals that they belong to the Harrowing Hound. A second Heal check (DC 20) can determine that the deer kill is only about eight to ten hours old.

The Harrowing Hound should be used as a goad in this scene, with its howling in the distance a constant reminder of the heroes' race against it to reach the Suukon Crypt. The night they have to spend camping on the Dead Road should be a paranoid time but the Hound will not actually

Bad Dreams

The Player Characters will have to rest at least once on the Dead Road before they reach the Suukon Crypt. During this rest, any Magicians of Dessi, Shianti Sorcerers or Vakeros Knights will suffer from particularly strange dreams:

If the character *does not* have access to the Prophecy Elder Art, they remember little of the dreams other than of being buried underground.

If the character *does* have access to the Prophecy Elder Art, read the following: *You dreamt you were dead. You were lying on a stone slab, being carried underground. You were moved through a labyrinth to your final resting place, with sorrow and great regret, by shining beings you cannot discern. They placed something, something of great importance to you, in your hands. For the shining beings never wanted to use it again...*

The dream is an effect of the crypt itself. Those with Elder Magi or Shianti blood have their Prophecy power triggered by their approach to the ancient Shianti burial place. The dream itself is which is describing the funeral of the deceased Suukon hero.

ambush them (unless the Games Master wishes to have it do so). If the Hound does attack, use the same rough tactics listed in **Act One, Scene Three**.

This scene is the connection between Toran and the Suukon Crypt. It is not intended to be a combat scene at all, though if the Games Master wishes to provide an opponent for the Player Characters to take out their frustrations on, read the Tormented Giant text during the second day of walking. This encounter is entirely optional and should not be used if the Games Master thinks a weakened or depleted party will have a hard time in the Suukon Crypt. If the group can handle the effort, running this encounter is a good way of showing the dire impact the Harrowing Hound is already having on Sommerlund.

Tormented Giant

Ahead, the tree branches burst outward, scattering leaves in the wake of a huge, furred shape. The beast, a black bear with a maddened look in its eyes, blood on its paws and a long, burned scar down its chest, rears up on its hind legs and roars ferociously. Then its bulk shifts forward as it rushes you viciously!

Injured Bear

The Harrowing Hound has been toying with this huge bear, wounding it and then letting it run. It can track the poor animal flawlessly, which means it is not concerned about the bear getting away. The Hound is currently sleeping, which means its prey, driven insane with pain and rage, is rampaging through the woods attacking anything it sees. Unfortunately for the Player Characters, that means them.

Injured Large Bear: CR 2; Large Animal; ED 3d8+6; End 11; Init +1; Spd 30 ft.; AC 12, flat-footed 12; BCS +2; Atk +6 melee (1d6+3, claw); Full Atk +6 melee (1d6+3, claw) and +4 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA rend 1d8+4; SQ low-light vision, injured, scent; AL Balance; SV Fort +5, Ref +3, Will +1; Str 17, Dex 10, Con 15, Int 2, Wis 10, Cha 6

Skills: Athletics +4, Climb +4, Perception +4

Injured: This bear has been tormented by the Harrowing Hound. Until it can recuperate from its painful wounds, it is suffering from a -4 penalty to its Strength and a -2 penalty to its Dexterity and Wisdom (already figured into its statistics) and has had its Speed reduced to 30 feet. It will also attack other creatures on sight.

This does not have to end in a combat to the death, especially if some of the heroes have the ability to calm animals or subdue such a huge creature. If the bear is healed and cared for, it will not attack again. In fact, the hero most

The Hound's Pursuit

Why is the Harrowing Hound already ahead of the Player Characters? There is one main reason for its presence in the western woods – the Suukon Crypt itself. Suukon is a very old term for Shianti. The crypt they created acts like a beacon to those related to themselves. This includes those Magicians of Dessi, Shianti Sorcerers and Vakeros Knights... but perverted Shianti magics were used to create the Hound, too.

Of course, once the Hound picks up the party's scent in the woods, it immediately resumes its previous course of action – harrying the Player Characters. It will not expose itself to them until they reach the crypt, however.

responsible for its life being spared may find, at the Games Master's option, the bear following him devotedly. This is not a magical bond and having a slavishly loyal bear may not always be an advantage (such as when the hero wishes to go into a city) but such things can make for excellent roleplaying.

This scene ends when the Player Characters come to the end of the Dead Road and make their Perception check (DC 20) or Knowledge (geography) check (DC 15) to discover the small hidden valley in the foothills of the Durncrag where the Suukon Crypt is concealed. Magicians of Dessi, Shianti Sorcerers or Vakeros Knights gain a +1 bonus to these checks, as they unconsciously remember parts of their dreaming and are attracted to the Shianti magic of the crypt. In truth the Player Characters can attempt these checks as often as they like but by having the howls of the Hound getting slightly closer between checks (each one of which takes ten minutes because of the amount of ground covered), the Games Master can make these skill checks seem very tense and hair-raising.

Once the heroes find the entrance to the Suukon Crypt, turn to **Act Two, Scene Two**.



Act Two, Scene Two: Graves and Shadows

The stone edifice in front of you is mostly concealed by the hill side that it is built against, though centuries of dirt and rockslides combined with weather and time may have made it more hidden than it was originally intended to be. The front and left side, the only parts of the crypt still visible, are exotically styled, with a spiralling pillar at the corner and eroded but still intricate carvings covering every exposed inch of silver-grey stone.

Entering the Crypt

The crypt is something of a ruse, though it is a difficult and dangerous ruse to enter, much less fall victim to. The door, a nine-inch thick plane of counterweighted enchanted iron, is locked with a very cunning mechanism that remains clean and functional even after the long passage of time since it was constructed. The stone walls of the tomb are effectively impenetrable to physical or magical harm as is the door itself. Thus, entry to the Suukon Crypt involves either picking the lock or bursting the door in.

Breaking the Door Down

The latter feat requires a successful Strength check (DC 20). Up to two characters can use the aid another action to help out with this Strength check. Should the adventurers chop down a tree and create a rudimentary ram, up to two more characters can use the aid another action to help as well.

Picking the Lock

The door can also have its lock picked. A Disable Device check (DC 20) will get the complex mechanism open and allow passage into the shadowy tomb. Any hero studying the carvings may be able to help with this check. The studious Player Character must have 5 or more ranks in Knowledge (history) and make a Knowledge (history) check against DC 20. Should they succeed, enough of the glyphs and runes around the lock can be made out to provide some clue as to how the door is opened. This gives the hero picking the lock a +5 bonus to the Disable Device check.

Note that the Disable Device check can be retried but each attempt takes five minutes. Once the door is open one

Through the Doorway

The crypt is barren inside save for a simple stone sarcophagus with a bas relief of a tall, broad shouldered man with inlaid silver for eyes covering the lid. The lid itself is slightly tilted over the edge of the coffin, with an open space along its side showing only dusty remains inside. Everything of value in the chamber seems to have been taken; even the two urns that remain have been broken and lie in pieces in the corners of the room.

way or the other, the heroes can see into the small crypt chamber beyond. The sight is not entirely hopeful, as the room seems to have already had a pilfering visitor - read the Through the Doorway text to the Players.

The crypt is a false one; the real burial chambers are below the sarcophagus in the shrine constructed underground. The sarcophagus can be pushed from its head end, revealing a stone stairwell leading down into darkness. The stone sarcophagus easily moves, balancing superlatively on casters mounted to its underside. Once the Player Characters descend into the revealed staircase and disappear into the darkness below, the real exploration of the Suukon Crypt has begun.

If All Else Fails...

Cheat. If the party simply cannot get into the false crypt, fudge things so that they can enter anyway. Perhaps a Dessi character has a vision of how to open the lock without the key. Or the characters can use their Fire Rod or Brotherhood Wand to blow the door in entirely.

The method used during playtesting was for the Hound to be allowed to catch up with the party. As it attempted to charge them, they successfully dodged its pounce attack and its body burst through the door for them. Of course, the party then had an angry Harrowing Hound *between* them and the Shianlune Bow... but it did get the door open.

Entering the True Crypt

The mood in this scene should be one of ancient discovery. If the Games Master describes layers of dust falling away from the base of the sarcophagus and the dry, musty scent of the air that hisses out from beneath it as the stairwell is revealed, Players will get a sense of just how long this site has remained hidden and undisturbed. Dust covers everything underground here, from the steps leading down to the handles of every door. Nothing seems to have been opened or touched since the tomb was built in an age long past. A successful Knowledge (architecture & engineering) or Knowledge (dungeoneering) check (DC 12) will confirm this and add the unsettling thought that this *also* means that any traps down here are probably unsprung and magically maintained... much like the lock on the false crypt's door.

1: The Grey Hall

The long flight of stairs descends down into the earth, ending in a hallway of slate grey stone. The corridor is narrow and extends more than a hundred feet into the darkness. The walls have more of the same glyphs and images that stood mutely on the crypt above but the protection of the deep earth has kept these in much better condition.

This hallway is the true crypt's first line of defence and echoes the generally peaceful demeanor of the ancient Shianti. While the symbols and pictures on the walls are too abstract to make out anything intelligible, they make up a permanent magic that fills the entire hall. In essence, the Grey Hall is a powerful magical trap that ultimately can do nothing but terrify, slow and worry the Players severely. It is a test of their mental endurance rather than their physical skills. As long as they persevere and keep trying to gain entrance, they will eventually make their way through it. The effects of the field, which manifests as a shifting, grey mass of shadows to anyone capable of seeing magical emanations, threefold:

Resistance: All creatures have their speed halved when moving south through the hallway (but not when moving northwards). Also, all forms of speed-enhancing magic are suppressed in the Grey Hall.

Dolour: Every minute a creature remains in the hallway, it receives a temporary -1 penalty to all Will saving throws. This penalty increases each round, stacking until by the time the heroes reach the end of the hallway, they are at a significant penalty. This effect is emotion-based and takes the form of a deep, unnatural depression that saps their wills and leaves them in utter despair.

Antipathy: The last ten feet of the hallway is the hardest to traverse, as it requires a Will saving throw (DC 10) to keep from turning and fleeing back towards the surface immediately at the hero's greatest possible speed. This antipathy field only works once against any given being, whether they make their saving throw or not.

Basically, this field is a Shianti (Suukon) way of harmlessly dealing with intruders. The antipathy effect was supposed to be permanent but the erosion of time has weakened the magic severely. The field is entirely contained within the Grey Hall and does not extend in front of the Deadly Doors. Attempting to Counterspell the magical effects of the hall will only work on one 20-foot section (DC 18) at a time and this only lasts for 1d4 rounds. Those succeeding at an Occult check (DC 17) can figure out a way of wrapping the

Counterspell around a party member. This Counterspell task has a DC of 20 but if successful renders a single party member immune to the Hall's effects for 1d4 rounds (probably enough to run to the end of the hallway, if they're brave enough).

As soon as one hero manages to make it past the end of the field, read the Eyes text.

Eyes

As your foot passes over the edge of the junction, there is a sudden silver light all around you. Along the walls, every image of an Ancient, of which there are hundreds, has opened its eyes. The silvery orbs are shining with a tiny but intense radiance, filling the tomb with their gaze.

This is a harmless effect, not that the heroes are likely to believe that at first. Such magical effects are typical of ancient construction and while the thousands of glowing eyes are certainly unnerving, they are in truth just tiny illusions and pose no danger to the Player Characters. The heroes may spend quite some time coming to that conclusion, however, and the Games Master is encouraged to let them be as paranoid and cautious as they wish.

2: The Deadly Doors

These bronze portals are worked in an intricate scaled pattern and look like doors carved from the hide of some vast reptile. Their hinges are shielded in the stone but horn-like protrusions curve up and out exactly where handles should rest. There is a faint shimmer around the edges of the scales where they have been polished mirror bright and reflect the silver radiance of the hallway.

This is a very deadly trap and can easily kill if the Player Characters are not cautious. The trap is described statistically below but its activation is very special and should be relayed using texts given. Sadly, the trapped doors are also just a false lead and if they do claim a life, that sacrifice will be in vain as nothing but blank stone rests behind them. Part of the *Lone Wolf* setting is the fact that death can lurk just around the corner, waiting to descend and claim the lives of the unwary and unfortunate. To be as fair as possible, characters with prophetic abilities (such as Sixth Sense or the Dessi power of Prophecy) should receive a warning that the doors are very dangerous and that only death awaits those that touch them. This might not actually stop the heroes from trying to open them but at least they have been warned of the consequences.

Scything Scales: CR 4; +6 melee (DC 18 to resist the grievous effect, success still causes 1d4+2 damage that bypasses any DR); Perception (DC 20); Disable Device (DC 26). Only the hero opening the door is affected.

If a character falls victim to the door and dies, read the Evisceration text. If the hero is just injured, read the Hundred Cuts text.

Evisceration (Death)

Without warning, the scales of the door fly apart and whirl around you like an angry storm. You realise too late the reason for the mirrored edges as the razor-sharp scales tear through you again and again. The raging whirlwind of bronze settles after a moment, each scale returning to its niche in the bare stone wall behind the 'door' – leaving only a fading crimson mist where you once stood.

The character is dead and all his equipment utterly destroyed.

Hundred Cuts (Injured)

Without warning, the scales of the door fly apart and whirl around you like an angry storm. You realise too late the reason for the mirrored edges as the razor-sharp scales slash you again and again. Blindly staggering away from the door, you escape the worst of the onslaught, until the raging whirlwind of bronze settles, each scale returning to its niche in the bare stone wall behind the 'door'. You are left tattered and bleeding from a hundred cuts.

The character is alive but hurt quite badly. Until all Endurance lost to the Deadly Door trap is restored, the character suffers a –1 penalty to all checks and rolls due to the intense pain of his numerous slashes and cuts. Though his equipment is mostly fine, his armour has its armour bonus reduced by –2 until it can be fixed (if this reduces the total bonus provided by the armour to +0 or less, the armour is utterly destroyed).

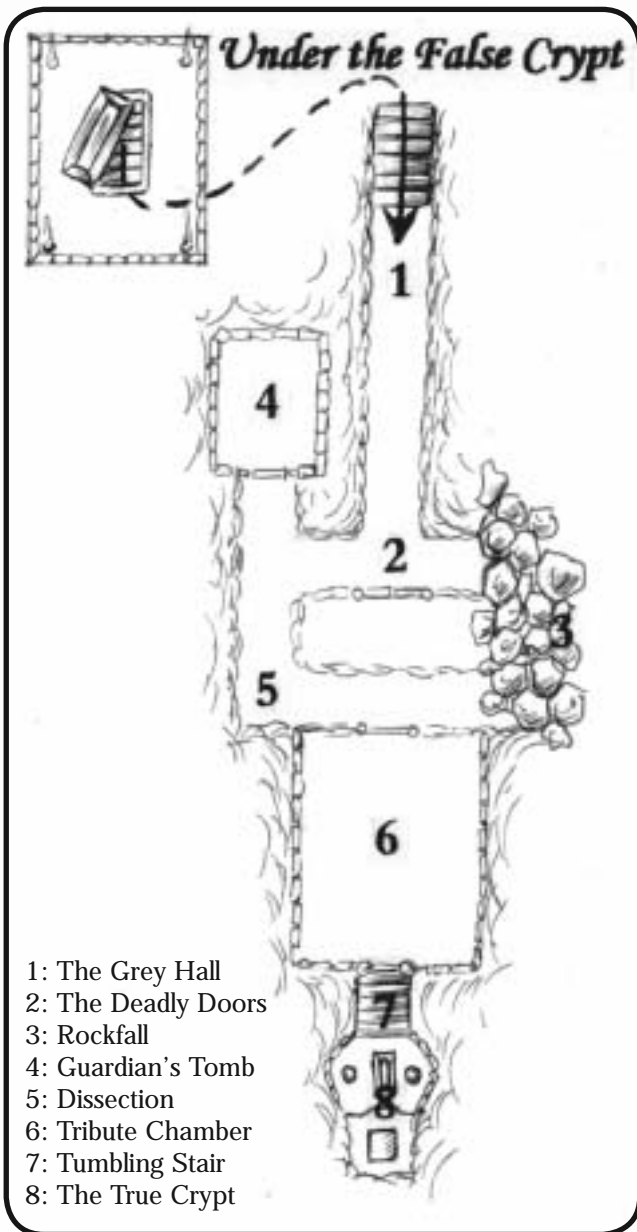
3: Rockfall

The passage beyond is completely blocked, destroyed by the cave-in that bars your progress. The stone and dirt have been piled here for so long it is almost a solid mass. Attempts to dig the rockfall out and continue in this direction would likely take days and require an incredible amount of effort.

The eastern Guardian's Tomb, which is what the rockslide crushed when this entire area shifted more than a millennia

ago, was the only room in this direction, but now there is nothing but fallen stone and soil to contend with. If the heroes are truly persistent and wish to unearth the buried passage, they are welcome to do so but the going will be very slow (five feet per hour, ten if they have shovels and picks) and the work will be exhausting and eventually all for naught – the eastern Guardian's Tomb was destroyed by the earthshift and there is literally nothing to find through digging.

The Games Master can also bring in the Harrowing Hound if the heroes take too long with this section of the crypt. It is intelligent enough to follow them down the stairs and persistent enough to try and make it through the Grey Hall.



If the heroes do not think to post a watch at near the Deadly Door while they work, the Darkspawn horror could easily catch them by surprise and have them trapped, dooming them to die in a grave they have dug for themselves. *Lone Wolf* is also about poetic endings, even depressing ones such as this.

4: Guardian's Tomb

This chamber is a spartan recreation of the crypt above but the sarcophagus is open and empty. Instead of the corpse or dust one might have expected inside it, there is a body wrapped in ancient strips of linen beneath plates of rust-pitted metal standing against the far wall. At your approach, it raises an exotic-looking blade and moves to attack!

This is the western Tomb Guardian, an honorary position filled by one of the nameless Suukon warrior's faithful retinue that died in the same attack that claimed his master's life. Charged with the eternal protection of the warrior's rest, this undead creature cannot be reasoned with, cannot be controlled and will not rest until all living things in the Suukon Crypt are dead or have fled. It is not murderous and any creature that flees from it (as long as they do not head south towards Area 5) is allowed to escape.

Tomb Guardian: CR 4; Medium Undead; ED 4d12; End 26; Init +7; Spd 30 ft.; AC 15, flat-footed 12; BCS +2; Atk +7 melee (2d4+7/18–20, mastercrafted falchion); Full Atk +7 melee (2d4+7/18–20, mastercrafted falchion); Space/Reach 5 ft./5 ft.; SA None; SQ DR 5/bludgeoning, undead traits, vigilance; AL Unaligned; SV Fort +1, Ref +4, Will +4; Str 18, Dex 16, Con –, Int –, Wis 10, Cha 1

Vigilance (Su): A Tomb Guardian cannot be surprised, as it always knows whenever any creature comes within 60 feet of it. This is a supernatural sense that functions much like a constant Sense Evil spell that simply acts to detect direction and distance of any being that 'should not be there'. This definition varies from Guardian to Guardian, but typically includes all beings not specifically of a given race. For example, the Tomb Guardian in the Suukon Crypt detects all non-Shianti. Note that Shianti Sorcerers and Dessi denizens are not entirely Shianti and therefore will be detected by this power.

Once awakened from its ageless slumber, the guardian will patrol the hallway past Area 2 for one hour before returning to its chamber and resealing the door. It returns to its place against the north wall and slowly regenerates any wounds it might have sustained, regaining one Endurance per day while it is totally immobile. During this recovery time, it cannot animate until it is totally restored. This window of

opportunity gives wily heroes a chance to get past it while the guardian is recuperating. All they have to do is wound it, flee back into the Grey Hall (Area 1) where it will not follow, then wait for it to go back to its tomb.

On the slim chance that they might need to gain access to the tomb at a later time, the Suukon entrusted a key to the final vault doors with the guardian. Around its neck on a bronze chain is a grey stone key. This opens the locked doors in Area 6.

5: Dissection

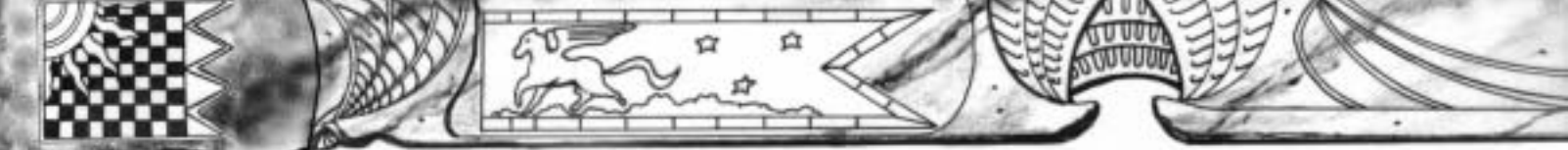
This junction has larger reliefs on the wall than anywhere else in the tomb you have seen. More than a dozen images of warriors wielding strangely shaped swords inlaid in what appears to be pure silver line the walls. Each is in a different position, as if acting out some kind of bizarre and complex battle dance with its blade. There are several coloured stones on the floor of the chamber, each roughly a foot wide in what appears to be a random pattern on the ground.

This is a case of appearances being very misleading. The very appearance of this intersection is intended to seem like the Players have to decipher the dance on the walls and walk on the appropriate tiles to make it through the junction safely. That is a classic form of trap and one that could easily be anticipated by wary Players used to other kinds of dungeon adventures.

In truth, the titles are irrelevant and a Perception (DC 22) will reveal that only the middle stone in the pattern is even a separate part of the floor. Those who witnessed or suffered the Deadly Doors trap in Area 2 gain a +2 bonus on this check, as they are being naturally more cautious about Suukon walls. If the Player Characters do attempt the 'battle dance' solution to the trap, the Games Master should work with them as far as they wish to go, even allowing Perform (dance) skill checks and Intelligence checks to try and discern the pattern on the wall. In every instance, whether they succeed or fail (and no DCs are given as this is a completely erroneous exercise), the middle tile has to be walked on.

Scything Scales: CR 4; no attack roll necessary (4d6 damage); Reflex save (DC 15) avoids; Perception (DC 22); Disable Device (DC 25).

Simply walking through the corridor has a 50% chance of setting off the trap. Spotting the middle stone means that the trap can easily be avoided by not stepping on that stone.



As Players may have noted, the traps in this dungeon are all very precise and very lethal, targeting a single creature and utterly annihilating it before resetting quickly. This is because of the Suukon mindset; the ancients hoped that a horrific, controlled trap would frighten off a grave robber's companions. This would keep the killing to an absolute minimum, as the Suukon were weary of death and destruction by the time this tomb was built.

6: Tribute Chamber

This long, wide hallway is graced by floating balls of light hovering near the ceiling. They illuminate a sweeping mural on both long walls of a grand city filled with spiralling buildings of strangely beautiful design. The city is almost impossibly huge, numbering in the thousands of towers and homes, with bridges of arching light connecting the tallest of them. In two rows, one in front of either mural, there are six armoured figures standing at attention. Their features are partially rotted and their decayed robes hang limply on their limbs as if they were draped on wooden racks rather than people.

This hall is something every Suukon crypt of the age possessed, a chamber dedicated to both the protection of the interred hero and the memory of the ancient home they had to abandon when they came to Magnamund from their doomed world. The city in the murals is incredibly vast and while the details of the buildings are impossible to determine, there is enough visible in the fading paint to reveal it for the wonder of magic and architecture it once was. For historians and seekers of ancient lore, these images alone may be more valuable than what the heroes came here to find.

The figures are all Tomb Guardians, however, they are not all still active. They move to attack as soon as the heroes approach them and the heroes will soon discover that the magic that animates them is faulty. Two do not move at all and merely watch the fight. Another jerkily moves forwards and then collapses into a pile of duty bones. The remaining three retain sufficient cohesion to attack.

While technically mindless, Tomb Guardians are imbued with enough magically borne combat skill that they can flank, disarm and even sunder their opponent's weapons if the need arises. Under normal circumstances, they attack as soon as an opponent enters the room and strike to kill. They cannot subdue and never try; they exist to kill any being that dares to try and enter the true crypt of the Suukon hero.

Tomb Guardians (3): CR 4; Medium Undead; ED 4d12; End 26; Init +7; Spd 30 ft.; AC 15, flat-footed 12; BCS +2; Atk +7 melee (2d4+7/18–20, mastercrafted falchion); Full Atk +7 melee (2d4+7/18–20, mastercrafted falchion); Space/Reach 5 ft./5 ft.; SA None; SQ DR 5/bludgeoning, undead traits, vigilance; AL Unaligned; SV Fort +1, Ref +4, Will +4; Str 18, Dex 16, Con –, Int –, Wis 10, Cha 1
Vigilance (Su): A Tomb Guardian cannot be surprised, as it always knows whenever any creature comes within 60 feet of it. This is a supernatural sense that functions much like a constant Sense Evil spell that simply acts to detect direction and distance of any being that 'should not be there'. This definition varies from Guardian to Guardian, but typically includes all beings not specifically of a given race. For example, the Tomb Guardians in the Suukon Crypt detects all non-Shianti. Note that Shianti Sorcerers and Dessi denizens are not entirely Shianti and therefore will be detected by this power.

Once the stone sentinels are destroyed or bypassed, the Player Characters can progress through the door in the south wall. It is locked with a cunning mechanism that will need to be bypassed with a Disable Device check (DC 25). This door is extraordinarily tough and will take a Strength check (DC 35) to burst through (and only one character can try this at a time). If the heroes have a grey stone key, it will open the door automatically.

7: Tumbling Stair

This short flight of stairs leads down into a dark hallway. Unlike the other halls of the tomb, there are no glowing eyes here. The end of the short hallway is lost in shadows, revealing only a door at the base of the steps. No illumination seems to penetrate the hall, making it a corridor of darkness resistant to even the bright light of the room behind you.

There are no traps or dangers in Area 7. Any creature that has made it this far is assumed to be a Suukon themselves. However, the top step has a deep crack in it and the first Player Character to walk down the stairs will likely break the step and tumble to the bottom (Perception check DC 22 to avoid, 1d6 damage, Reflex save DC 14 for half damage). The door at the base of the stairs is exactly like the Deadly Door described in Area 2 except that it is *not* trapped. It leads safely through into Area 8 – it is not even locked.

8: The True Crypt

This chamber is decorated in murals similar to the hallway behind you but they are from a much closer vantage point and almost make the room seem like it is in the heart of that incredible, alien city. On a dais to the south, a sarcophagus of intricately carved stone rests amid a collection of small white clay jars. The figure depicted on the crypt's lid is garbed in exotic chain armour and is holding a magnificent bow across its chest.

This is the end of the heroes' quest and while they may anticipate a battle with the bow's former owner, the Suukon hero is truly resting in piece and will not assault them even for the crime of grave robbing. The sarcophagus will have to be opened but that can be accomplished through force (a Strength check of 20, up to four heroes can help) or magical levitation, telekinesis or any other force that can lift 500 pounds long enough to move the lid aside.

The real issue with opening the sarcophagus is getting to it through the five-foot ring of clay urns all around it. These once contained ancient flowers, plants and libations offered by the Suukon hero's surviving friends and relatives for his passage to the afterlife. Now each of the jars has nothing but powder and dust within them. Alone, each is harmless, but if a significant number of them are crushed, their dry contents will mix and expose everyone in the True Crypt to a deadly gas.

If the lid of the sarcophagus is set down without concern for the jars, this will happen automatically. Otherwise, anyone moving around the sarcophagus will have to make a Reflex save (DC 14) or disturb and shatter enough of the jars to cause the gas to mix and escape. All of this trouble can be avoided if the heroes carefully move the jars aside but this will take 20 minutes to do properly and some Players might not even think to try. If they do, there are no rolls required to move the jars without breaking them. Only carelessness will doom the heroes here.

Toxic Gas: CR 6; if disturbed and broken, these funerary jars shatter and release a cloud of poisonous dust and mould. All within the True Crypt must make a Fortitude save (DC 15) or take 1d6 points of temporary Constitution damage. Another Fortitude save (DC 15) is required one minute later – even by those who succeeded at the first save – to avoid taking 2d6 points of temporary Constitution damage. Fire destroys this cloud but if the range of the fire includes unbroken jars, they will shatter and the process may start all over again.

Once the sarcophagus is open, the heroes will have their prize. In fact, they will have three. The Suukon armour worn by the hero's desiccated body is still in excellent shape, as is a crystal decanter at his dry, brittle feet. These treasures are both described fully on page 48. The real reason for the heroes' braving of this ancient tomb – the Shianlune Bow – is grasped in the Ancient's decomposed hands, described in the Bow text.

Bow

The bow grasped in the dry hand of the dead Suukon warrior is even more intricate and impressive than its carving on the lid of his sarcophagus. It is made from what appears to be a single shaft of engraved moonstone, banded around the middle with a silver handgrip and strung with a long strand of impossibly fine braided steel. The shaft of the bow glows softly, the radiance brighter near the handle and fainter near the notches where the string rests.

The Bow will bond only with the first person to nock an arrow and fire it (see page 49 for the full description of the Shianlune Bow). Thus it is safe for anyone to touch and carry until that point. The Bow was once much more powerful but the magic within it has faded over years uncounted and while it is still a potent weapon, it is no longer the prodigious artefact it was. This will change over time with a bonded hero; its power will increase as its bearer matures and comes into powers of his own.

Concluding the Act

The Shianlune Bow in hand, the heroes are now equipped to deal with the Harrowing Hound on their own terms. They may still be mangled, wounded and weakened by their travails in the Suukon Crypt but there is little time to waste. If they feel they need to camp for the night in the Crypt, that is certainly permissible (though the contents of the crystal decanter should help with anyone gravely wounded or dying if the Player Characters use it).

Heroes may have their own agendas once they come up out of the Crypt but the Games Master can deal with these as he sees fit. In any case, the Harrowing Hound is not going to let them simply leave the area unmolested. After all, it has been shadowing them and playing games with them for days now; it is not about to let them escape now. While the game has been fun, the time has come for the Harrowing Hound to end it. This is very bad news for the Player Characters but at least now they have a chance to turn the tables on their Darkspawn stalker...

Act Three: Final Blood

Synopsis: This is the final act of the adventure. After following the sounds of the Hound's howling, the heroes come across the remains of a guard patrol with the misfortune of having come across the beast. Evidence on the fallen men shows that they were the second wave of seekers sent by Geroy. The trail eventually leads to a dark clearing under the light of the last night of the Blood Moon. Win or lose, the heroes fight their last battle with the Harrowing Hound – a duel to the death.

Now the prey become the predators. Armed with the Shianlune Bow, the heroes can now track down the Harrowing Hound and end its reign of terror in the Sommerlund countryside. They have the weapon, they have the need and they have the certainty that if they cannot defeat the Hound, it will only grow stronger until it becomes nigh-unstoppable. Given this choice, what true hero could turn away?

The Final Hunt

Survival or Perception Check

Check	DC	If Successful	If Failed
1 st	10	There are no tracks around the crypt but a few can be seen at the tree line nearby. 10 minutes pass. Proceed to the next check.	It takes a long time to find any tracks and these are only at the tree line. 20 minutes pass. Proceed to the next check.
2 nd	12	The tracks have turned south – possibly the beast is following a trail? 10 minutes pass. Proceed to the next check.	The tracks are misleading and take you deep into the woods. 20 minutes pass. Proceed to the next check.
3 rd	14	The beast definitely seems to be stalking something. It is likely not very far up ahead. An erratic trail of blood is your surest sign of the Hound. 10 minutes pass. Proceed to the next check.	You find a trail of blood but it seems to disappear in mid-trail. 20 minutes pass. Proceed to the next check.
4 th	16	The Hound appears to have been tracking an armed body of men... 10 minutes pass.. Turn to Act Three, Scene Two .	You become utterly lost in the forest, wandering aimlessly in an attempt to locate the Hound. Eventually you stumble into a clearing. 40 minutes pass. Turn to Act Three, Scene Two .
5 th	18	The tracks are heading back to the Durncrags, moving rapidly. The monster is being careless and were it not for all the hard rocks and darkness, the trail would be easy to follow. 10 minutes pass. Proceed to the next check.	After a section of easy tracks, the foothills make it impossible to find the path over hard stone. You strike ahead in the most likely direction. 20 minutes pass. Proceed to the next check.
6 th	20	The tracks lead into a blind valley with no exits. You have the beast at last! Turn to Act Three, Scene Three: Cornered!	You explore a blind alley that you were sure the beast ran into – but instead, it has gulled you into a trap! Turn to Act Three, Scene Four: Tricked!



Act Three, Scene One: The Hunt Begins Anew

You emerge into a world of red light. It is the last night of the Blood Moon and Ishir's face is at its most sanguine. The trees are cast in deep shadow and even the trail that led you here is difficult to make out. All seems quiet and still... until that peace is shattered by the distant echo of an unearthly howl. The Hound is out there and it has no idea that now, it is now the hunted.

This scene is a very important one, a scene of empowerment as the heroes, hounded and chased for the entire adventure, get to take the fight to the enemy at last. The forest is dark and the going will be hard but if the heroes keep their wits about them and use the new weapons at their disposal, they should emerge triumphant. Before they get the chance to confront the Harrowing Hound, they have to find it. It is just 10 p.m. as the hunt begins...

This is effectively a string of skill checks, with increasing difficulty as the heroes try to follow the signs of the Harrowing Hound. It has moved across this forest, rampaging its way through animal lairs and killing anything it sees, so even the uninitiated can attempt to track the foul creature. The Games Master can make this as simple or as complex as desired but The Final Hunt chart is a recommended way to handle the chase. Keep in mind that while the Players may be making skill checks, each one is indicative of constant vigilance and careful observation of the forest floor. Describing the action as the heroes make their way closer to the ultimate showdown will only make the scenario more memorable.

If a hero has the Follow the Trail ability (such as a Kai Lord with the Tracking Discipline), he may make Survival checks to track the Hound. If a hero does not have this ability, he may instead make Perception checks to follow the Hound's howling and blatant trail signs – however, each Perception check takes twice as long as the equivalent Survival check. Tracking the beast is a series of six skill checks, each with a gradually increasing DC. The aim is to successfully track the beast before midnight. If midnight strikes and the beast has not been caught, turn immediately to **Act Three, Scene Four: Tricked!**

Running Away

It is possible that the party of Player Characters will attempt to make a break for Toran rather than face the Hound now. This is a stupid idea – the Hound is between them and Toran and will certainly pick up their scent and track them. However, this is no reason not to let the Players make this decision. Describe to them the howls of the beast as it easily tracks and circles them, fully covered by the wood. Describe to them the sense of futility and fear that surrounds them as they are effortlessly harried and harassed. Eventually, at midnight, the Player Characters will become lost and automatically end up at **Act Three, Scene Four: Tricked!**

Act Three, Scene Two: Broken Patrol

You follow the resumed blood trail into the moon- and starlight. This clearing is a nightmare of tangled bodies. There are a number of figures littering the ground here, many of which are torn open and lying in pools of black. The red light of the moon shines down on this scene of death, making the carnage seem even more macabre than it already is. One of the bodies lies across a broken banner pole, its blood-soaked pennant displaying the seal of Sommerlund and the mark of the Sommlending Army.

The carnage of this scene is just one last reminder to the heroes of the sheer power and ferocity of their quarry. It also acts as a balancing factor for the Games Master to ensure that the Players have a fighting chance against the Harrowing Hound even with the Fire Rod and the Shianlune Bow. It is still a very dangerous creature and no matter how powerful the arms these new weapons are, their wielders are still the same relatively fragile heroes they were before they acquired them.

Thus, this battle can serve as a way of balancing things out. The patrol group was sent by Geroyn to seek out the Suukon Crypt and gain entry at any cost if the heroes had failed to do so. Unfortunately, they came across the Harrowing Hound while it was stalking prey in the area and became the subject of its hunt instead. They put up a valiant effort but what little magic they were armed with was quickly overwhelmed. After a fierce battle, the Harrowing Hound killed the last of them and stalked away to find somewhere to recover from its injuries.

Skilled trackers among the heroes will be able to determine that the battle took some time and there was significant damage suffered by the Harrowing Hound. Large patches of ground blighted by foul, poisonous blood indicate where it suffered serious injuries. Unfortunately, it gave far better than it took, as the ten men lying around the clearing grimly testify. If any of the heroes ask, the tracks do indicate that at several points in the combat, the Hound was still limping on its rear flank.

There is little the heroes can do for these men. They likely do not even have time to bury the poor soldiers yet, though if they are still in need of any equipment, the bodies can provide a number of swords and daggers, as well as 80 intact arrows between the three archers' quivers. Three large shields are also available but none of the armour they were wearing is in any condition to be reused. Searching the bodies will also turn up a note on the one marked as the ranking officer of the squad. It is neatly folded and hidden in his belt pouch, requiring a Perception check (DC 18) to find, but the treated leather of that container actually prevented his blood from ruining the parchment. This is **Player Handout B – The Guard's Letter**:

Sergeant Koloth,

You are to proceed immediately with your troops to the location at the end of the disused logger's trail. The hired scout should be able to lead you there faultlessly. If you have not encountered the individuals described to you this evening, you already know what to do when you reach the Suukon Crypt. Make all haste and may Kai and Ishir watch over you. The security of Toran and Sommerlund may be at stake. Recover the weapon at all costs and proceed to Sage Geroyn in the south ward once it has been obtained.

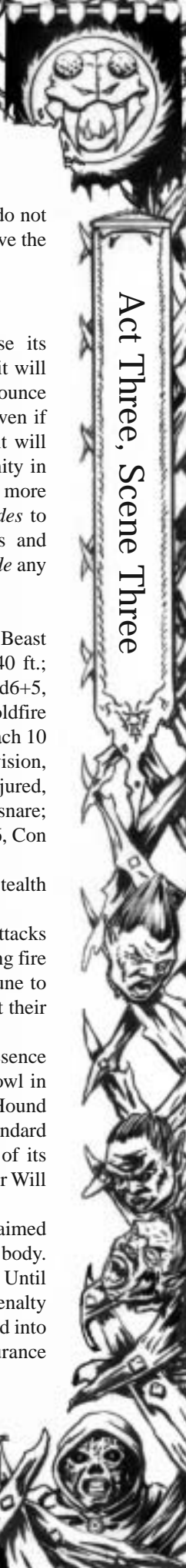
If the previously mentioned individuals have already located the weapon, you are to offer any and all assistance in the destruction of the creature referred to as a 'Harrowing Hound'. You will receive further details from those recovering the weapon. Consider their security and success your highest priority. For all our sakes, the beast must be killed.

Regards,

Captain Barnet, Southern Watch

Sergeant Koloth did not sell his life cheaply; the wound that drove the Harrowing Hound away came from his broadsword. Player Characters will find its shattered hilt nearby; Koloth swung the blade so hard at the Hound even as it gored him that the weapon shattered as it cleaved into the monster's face.

There is nothing more the heroes can likely do for this sad scene of battle and death, except continue following the beast's tracks and avenge the fallen soldiers. The wounds they inflicted on the Harrowing Hound may prove to be the difference between victory in the final battle and the same brutal defeat the heroes see scattered around them now... Return to The Final Hunt in **Act Three, Scene One** and continue tracking the beast...



Act Three, Scene Three: Cornered!

This is the last scene in the adventure and deserves to be run properly. At its best, it will be the point of high action, the climactic battle that determines the fate of the heroes and, hopefully, ends the menace of the Harrowing Hound once and for all. From the perspective of pacing, this battle could take an hour or more to run properly as the Harrowing Hound will not be running this time and has the ability to jump from shadow to shadow around the battlefield, drawing out the final combat. Setting aside the time to run this scene properly is highly recommended.

Games Masters should also be sure to include enough time after the battle to deal with the Conclusion, as it calls for some character decisions and grants rewards to the victorious heroes. While this should only take ten or 15 minutes to go through, it should absolutely not be put off until the next game session or skipped altogether. Doing so would be a disservice to the experience of the Players and all the hard work their characters have gone through.

The Games Master may wish to call for a break before running this scene. Let the Players return to the game fresh and ready to fight. Heroes will want to pay close attention to their remaining magic, their Endurance and Willpower scores and their resources. Encourage the Players not to go into this battle at anything less than full strength in all areas if they can do so. The fluid in the Crystal Decanter can be of great use in this regard; do not let the heroes forget about it. As soon as everyone is ready and prepared for the final confrontation, gather their attention and read or paraphrase the Cornered text.

Cornered

You enter the hidden valley, weapons and spells at the ready. The Harrowing Hound, crouched in the shadows of the far end, snarls at your approach. Its feral eyes glow with a baleful light, the silver-white flames along its claws and fangs blazing violently. It crouches ready to pounce, but in its vicious expression you can see that it knows it has been cornered. With nowhere to run, the beast bounds forward and attacks!

The combat proceeds at this point with the heroes having the advantage of range and surprise. The Harrowing Hound has to spend at least one full round just getting to the heroes before it can attack or be close enough to use its abilities. The blade of Andus' dagger is also impairing it, giving the heroes at least a round to attack with everything

they have. This is a valuable advantage and if they do not or cannot use it to its fullest, none of them may survive the next few rounds.

Injured Harrowing Hound

The Hound does not have the inclination to use its extraordinary howl ability in this combat. Instead, it will charge the Player Characters straight on and then pounce upon the character wielding the Shianlune Bow – even if it has not been struck by this dire weapon as yet, it will sense its presence and respond to the artefact's enmity in kind. Following this initial charge, the Hound is far more sneaky. It will use all three of its hourly *nightstrides* to maximum effect, blindsiding combatant characters and surprising weaker characters until it cannot *nightstride* any more. Remember the effects of its Soulsnares ability.

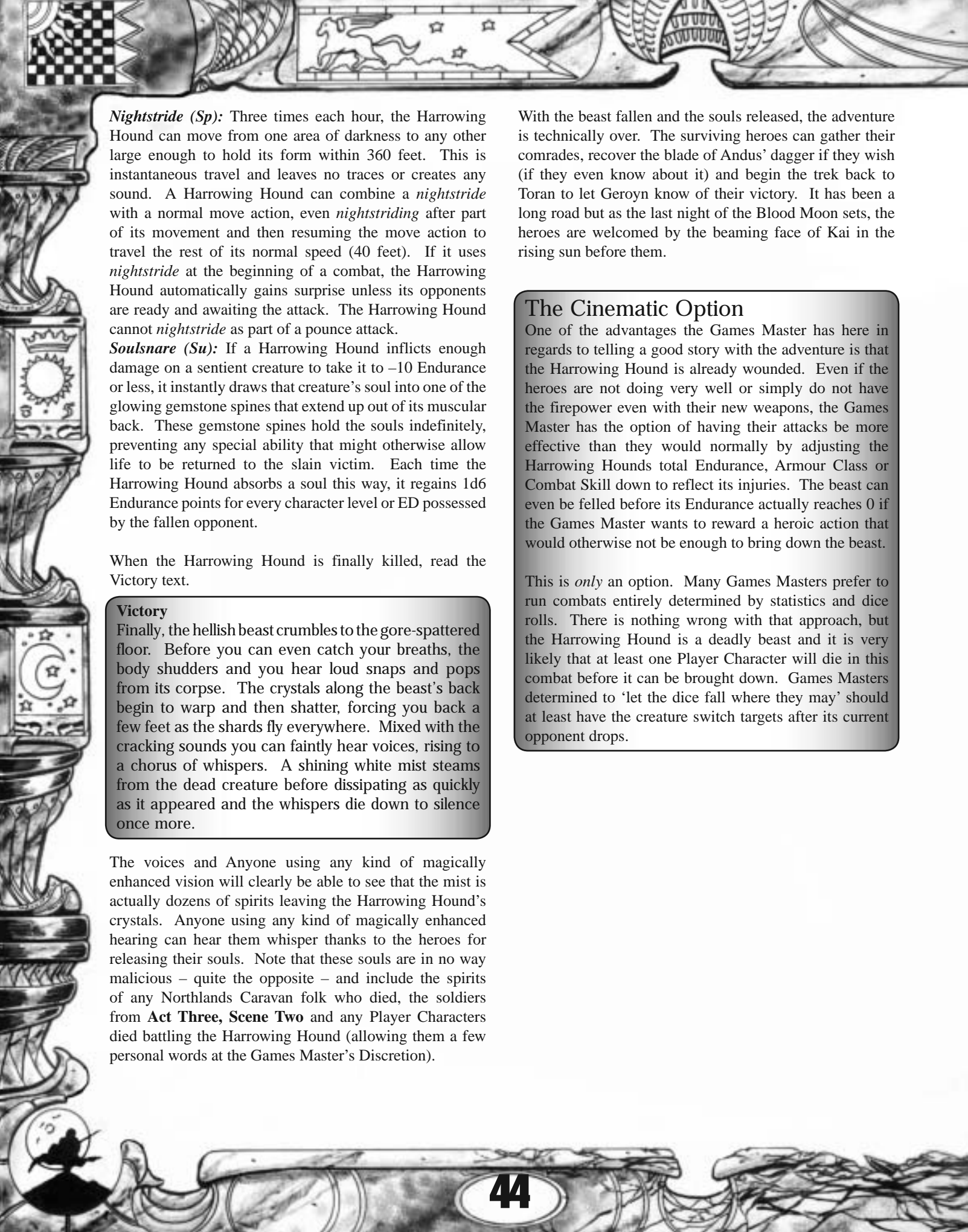
Injured Harrowing Hound: CR 7; Large Magical Beast (Darkspawn); ED 5d10+25; End 40; Init +3; Spd 40 ft.; AC 18, flat-footed 15; BCS +5; Atk +10 melee (1d6+5, coldfire claw); Full Atk +10/+10 melee (1d6+5, coldfire claw) and +5 melee (1d8+3, coldfire bite); Space/Reach 10 ft./5 ft.; SA howl, pounce; SQ DR 15/magic, darkvision, low-light vision, immunity to poison and disease, injured, nightstride, resistance to acid/cold/fire 10, scent, soulsnares; AL Evil; SV Fort +9, Ref +7, Will +1; Str 20, Dex 16, Con 20, Int 4, Wis 10, Cha 6

Skills: Acrobatics +4, Athletics +6, Perception +1, Stealth +4, Survival +5

Coldfire (Su): A Harrowing Hound's claw and bite attacks blast its victims with a magical combination of blazing fire and freezing cold. Only creatures resistant or immune to both forms of energy and physical damage can count their defence against its blows.

Howl (Ex): A Harrowing Hound's frightful presence special quality is not automatic. Instead, it must howl in order to inflict fear upon its enemies. A Harrowing Hound may use its terrifying howl once per hour (as a standard action) and when doing so invokes the full power of its frightful presence upon all within earshot. The DC for Will saves to resist this ability is 14.

Injured: This Harrowing Hound has been lightly maimed by Andus' magical dagger blade being lodged in its body. It cannot heal this wound until the blade is removed. Until then, the Harrowing Hound is suffering from a –2 penalty to its Strength, Dexterity and Wisdom (already figured into its statistics) and cannot heal to more than 40 Endurance total.



Nightstride (Sp): Three times each hour, the Harrowing Hound can move from one area of darkness to any other large enough to hold its form within 360 feet. This is instantaneous travel and leaves no traces or creates any sound. A Harrowing Hound can combine a *nightstride* with a normal move action, even *nightstriding* after part of its movement and then resuming the move action to travel the rest of its normal speed (40 feet). If it uses *nightstride* at the beginning of a combat, the Harrowing Hound automatically gains surprise unless its opponents are ready and awaiting the attack. The Harrowing Hound cannot *nightstride* as part of a pounce attack.

Soulsnare (Su): If a Harrowing Hound inflicts enough damage on a sentient creature to take it to -10 Endurance or less, it instantly draws that creature's soul into one of the glowing gemstone spines that extend up out of its muscular back. These gemstone spines hold the souls indefinitely, preventing any special ability that might otherwise allow life to be returned to the slain victim. Each time the Harrowing Hound absorbs a soul this way, it regains 1d6 Endurance points for every character level or ED possessed by the fallen opponent.

When the Harrowing Hound is finally killed, read the Victory text.

Victory

Finally, the hellish beast crumbles to the gore-spattered floor. Before you can even catch your breaths, the body shudders and you hear loud snaps and pops from its corpse. The crystals along the beast's back begin to warp and then shatter, forcing you back a few feet as the shards fly everywhere. Mixed with the cracking sounds you can faintly hear voices, rising to a chorus of whispers. A shining white mist steams from the dead creature before dissipating as quickly as it appeared and the whispers die down to silence once more.

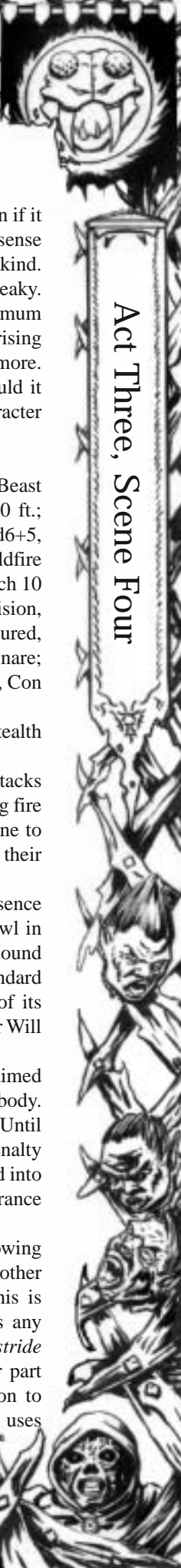
The voices and Anyone using any kind of magically enhanced vision will clearly be able to see that the mist is actually dozens of spirits leaving the Harrowing Hound's crystals. Anyone using any kind of magically enhanced hearing can hear them whisper thanks to the heroes for releasing their souls. Note that these souls are in no way malicious – quite the opposite – and include the spirits of any Northlands Caravan folk who died, the soldiers from **Act Three, Scene Two** and any Player Characters died battling the Harrowing Hound (allowing them a few personal words at the Games Master's Discretion).

With the beast fallen and the souls released, the adventure is technically over. The surviving heroes can gather their comrades, recover the blade of Andus' dagger if they wish (if they even know about it) and begin the trek back to Toran to let Geroyn know of their victory. It has been a long road but as the last night of the Blood Moon sets, the heroes are welcomed by the beaming face of Kai in the rising sun before them.

The Cinematic Option

One of the advantages the Games Master has here in regards to telling a good story with the adventure is that the Harrowing Hound is already wounded. Even if the heroes are not doing very well or simply do not have the firepower even with their new weapons, the Games Master has the option of having their attacks be more effective than they would normally by adjusting the Harrowing Hounds total Endurance, Armour Class or Combat Skill down to reflect its injuries. The beast can even be felled before its Endurance actually reaches 0 if the Games Master wants to reward a heroic action that would otherwise not be enough to bring down the beast.

This is *only* an option. Many Games Masters prefer to run combats entirely determined by statistics and dice rolls. There is nothing wrong with that approach, but the Harrowing Hound is a deadly beast and it is very likely that at least one Player Character will die in this combat before it can be brought down. Games Masters determined to 'let the dice fall where they may' should at least have the creature switch targets after its current opponent drops.



Act Three, Scene Four: Tricked!

This is the last scene in the adventure and deserves to be run properly. At its best, it will be the point of high action, the climactic battle that determines the fate of the heroes and, hopefully, ends the menace of the Harrowing Hound once and for all. From the perspective of pacing, this battle could take an hour or more to run properly as the Harrowing Hound will not be running this time and has the ability to jump from shadow to shadow around the battlefield, drawing out the final combat. Setting aside the time to run this scene properly is highly recommended.

Games Masters should also be sure to include enough time after the battle to deal with the Conclusion, as it calls for some character decisions and grants rewards to the victorious heroes. While this should only take ten or 15 minutes to go through, it should absolutely not be put off until the next game session or skipped altogether. Doing so would be a disservice to the experience of the Players and all the hard work their characters have gone through.

The Games Master may wish to call for a break before running this scene. Let the Players return to the game fresh and ready to fight. Heroes will want to pay close attention to their remaining magic, their Endurance and Willpower scores and their resources. Read or paraphrase the Tricked text.

Tricked

Too late, you realise your mistake! The bloody trail you thought you followed was little more than a feint and the rocky valley you entered is little more than a box canyon. The beast, unbeknownst to yourselves, had doubled back on its trail and is not cornered as you believed. Instead, a dreadful howl emanates from behind you and you turn to face your nemesis, poised at the far end of the canyon, wreathed in bloody moonlight. With another gleeful ululation, it immediately charges towards you!

The combat proceeds at this point with the Harrowing Hound having the advantage of surprise and the heroes being denied the grace of an easy escape. It has forfeited the surprise round in order to howl. All characters must make a Will save (DC 14) or be shaken for the duration of the combat.

Injured Harrowing Hound

The Hound does not have the inclination to use its extraordinary howl ability in this combat. Instead, it will charge the Player Characters straight on and then pounce

upon the character wielding the Shianlune Bow – even if it has not been struck by this dire weapon as yet, it will sense its presence and respond to the artefact's enmity in kind. Following this initial charge, the Hound is far more sneaky. It will use all three of its hourly *nightstrides* to maximum effect, blindsiding combatant characters and surprising weaker characters until it cannot *nightstride* any more. Remember the effects of its Soulsnares ability – should it kill a character, it will immediately heal 1d6 per character level in Endurance.

Injured Harrowing Hound: CR 7; Large Magical Beast (Darkspawn); ED 5d10+25; End 40; Init +3; Spd 40 ft.; AC 18, flat-footed 15; BCS +5; Atk +10 melee (1d6+5, coldfire claw); Full Atk +10/+10 melee (1d6+5, coldfire claw) and +5 melee (1d8+3, coldfire bite); Space/Reach 10 ft./5 ft.; SA howl, pounce; SQ DR 15/magic, darkvision, low-light vision, immunity to poison and disease, injured, nightstride, resistance to acid/cold/fire 10, scent, soulsnares; AL Evil; SV Fort +9, Ref +7, Will +1; Str 20, Dex 16, Con 20, Int 4, Wis 10, Cha 6

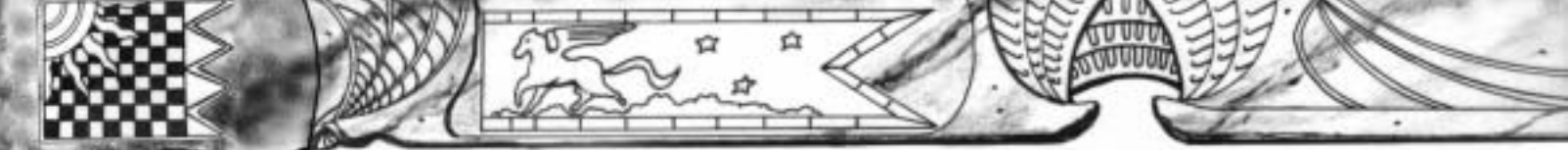
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Conclusion

The Harrowing Hound is dead and with its defeat, the last mission of Andus, Agent of the Star, is also complete. All of Sommerlund owes you a debt, one already partially repaid in the form of the fine bow you now possess. An ancient artefact of an age long past, the Shianlune Bow will serve you and your companions well in the long road to come. Congratulations, Heroes of Sommerlund!

Experience

It is recommended that all surviving Player Characters gain one character level once this adventure is completed. If the XP system is being used, the following provides a rough guide as to what should be granted to the group (not individuals):

For surviving *Blood Moon Rising* = 3,000 XP

For slaying the Harrowing Hound = 2,000 XP

Every member of the Northlands Trading Company Caravan that survives and is escorted to Toran (**Act One**) = 400 XP

Subduing rather than slaying the Injured Bear (**Act Two, Scene One**) = 600 XP

The following provides a rough guide as to what should be granted to individuals within the party:

Befriending Mikel or Knight-Enduring Barnet (**Interlude, The Boar & Pony Inn**) = 50 XP

Each Suukon Crypt trap disabled or bypassed without setting it off (**Act Two, Scene Two**) = 50 XP

Successfully tracking the Hound and cornering it (**Act Three, Scene Three**) = 200 XP

Being invited to become an Agent of the Star = 100 XP

Bonding with the Shianlune Bow = 100 XP

Being granted with Andus' re-forged dagger = 50 XP

Rewards

Physical rewards are manifest by the Shianlune Bow and the other artefacts found within the Suukon Crypt. Neither Geroyne nor Ayrendon will offer more monetary gains to the Player Characters.

Andus' Jewelled Dagger

Andus' dagger is easily taken care of, though it will be a few days before the weapon is restored and presented to the heroes by a grateful Geroyne. While he would prefer to see it in the hands of a newly sworn Agent of the Star, having it wielded by a fellow Brother would also please him greatly. Even if neither of these occurs, he will easily relinquish the dagger into the hand of whichever hero wishes to wield it.

The Shianlune Bow

As for the Shianlune Bow, its bonding with a hero proves to be a problem if the heroes undertook this mission for Ayrendon instead of Geroyne directly. While the assistant master of the Brotherhood house is irritated at this turn of events and even more dismayed at there being little else of value in the tomb, he will accept some future services from the heroes to make up for the Bow's loss. This contract could actually prove to be in the heroes' benefit, as it may be a springboard into future adventures.

Finishing the Tale

Any other business the heroes want to conclude should be handled at this time, such as Knights of the Realm receiving a commendation from Sir Barnet of the Southern Watch or other Player Characters wishing to interact with the characters they have met during this adventure. It might be a nice way to conclude the adventure to have all the heroes around a table at the Boar & Pony, regaling a fascinated tavern full of customers about the events of the last few nights...

Agents of the Star

There is the possibility of one or more heroes becoming Agents of the Star if they are interested. The Order is discussed on page 10 and is a secret society dedicated to serving the Brotherhood of the Crystal Star and its allies. Not every hero would be well suited to its particular oaths and duties but those that are will be welcomed into the Order in gratitude for what they have done in Sommerlund's name.

Appendices

Appendix I: New Items

Andus' Jewelled Dagger

This finely crafted dagger is of Sommerlund design and bears several lovely blue and white gems in its hilt. Once the dagger is re-forged, it will serve quite well as a +2 (+1 mastercrafted, +1 magical) weapon in every respect. Unfortunately, the other powers it once possessed are long gone, lost when the weapon was shattered in battle against the Harrowing Hound. Even so, it is an excellent weapon and one any hero should be proud to bear. Perhaps if it was re-united with its longer cousin, its greater abilities could be resurrected...

Andus' Starry Cloak

Woven of a resilient, dark fabric, these cloaks have tiny metal threads worked into their outer surface. Under direct light, the fibres glimmer, making the cloak look like the night sky. These cloaks have a concealed pocket hidden between the shoulder blades, one that requires a Perception check (DC 16) to find. The pocket has a thin blade built into the seam that will slash the hand of anyone trying to open it (unless the Perception check resulted in an 18 or more and a DC 12 Disable Device check is made) for 1d4 Endurance points of damage. The pocket of a starried cloak has enough room for any one Backpack item or two small Special items (Games Master's discretion).

Bai-mint Tea

A concoction of various rare herbs found in Sommerlund, this beverage is served piping hot and is usually sweet enough because of the stevia leaves in its mix to need no other flavour. While bai-mint tea is soothing on its own, it has no medicinal properties unless a sprig of laumspur is left to steep in the cup for five minutes. Then it becomes a restorative capable of healing 1 Endurance when consumed. This tea can only heal a given creature twice a day; additional doses are delicious but have no other benefits.

Crystal Decanter

This ancient vase is made of translucent silver crystal and is often found in the tombs of heroes and magi of the ancient Suukon people. These decanters are used to hold a magical fluid that never evaporates and cannot spoil as long as it remains inside. Each decanter is usually full when first discovered and contains eight doses of a powerful life-giving elixir. The secret of making this elixir has been lost since the disappearance of the Suukon (Shianti) at the end of the Golden Age, making these items rare and wondrous finds.

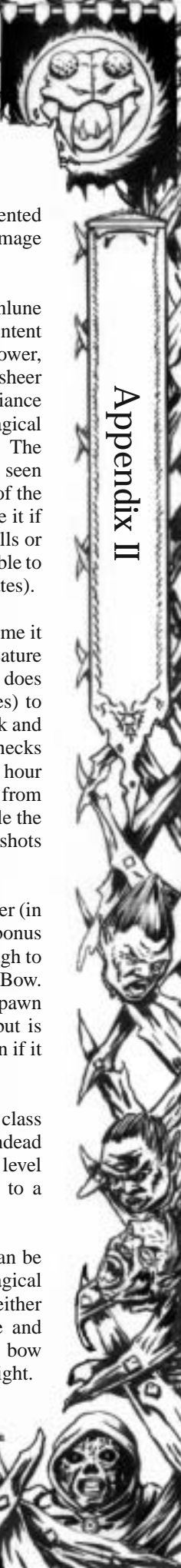
Consuming one dose heals 3d10 Endurance points (all 1s and 2s on these dice are re-rolled, providing a healing range of 9–30 points), purges poisons and diseases and returns 1d6 points of temporary ability point damage (drinker may choose which ability points come back if suffering from losses in more than one ability score). A being may benefit from this elixir only once every 24 hours; further drinks simply waste the effect of the draught.

Suukon Chainmail

This exotic suit of fine metal chain and sweeping plates is somewhat alien but oddly beautiful in design. The suit is adjustable using metal link belts and buckles inside the armour itself. The plates are of a bronze alloy that seems stronger than steel while the bright silver chain suit is all one piece and fastens along the sides. It is superior chainmail armour quality (+2 AC bonus) and only weighs 30 pounds. All the other traits of the armour remain the same as chainmail but its Armour Check Penalty is only –3 because of its excellent construction.

New Items

Item	Cost	Weight	Type of Item
Andus' Jewelled Dagger	3,500 gc	1 lb.	Weapon
Andus' Starry Cloak	80 gc	1 lb.	Special
Bai-mint Tea	5 gc per dose	—	—
Crystal Decanter	300 gc (empty)	2 lb.	Backpack
Suukon Chainmail	600 gc	30 lb.	Armour



Appendix II: The Shianlune Bow

This longbow is an ancient weapon crafted by the Shianti, a race of beings with powers of magic incomprehensibly vast. Created more than 6,000 years ago on another world, the Shianlune Bow has served a number of wielders with distinction, its power bringing swift death to the enemies of the Light. Diminished in potency because of its long sleep in the depths of the Suukon Crypt, this moonstone weapon is still a powerful tool against the forces of Darkness.

The Shianlune Bow has a number of powers, though its single drawback is serious enough that its wielder must be careful when and where it is used. While the Bow is not truly sentient, its power is alive in a way and as it grows in power, so too does its will to fulfil the purpose of its making – it is made to destroy evil in all its twisted forms. As long as its wielder also follows this path, the Shianlune Bow will be of great benefit. If the wielder's devotion to this cause ever wavers, the weapon may inexplicably fail in battle.

The Shianlune Bow grows in power as its wielder matures – the weapon effectively has a 'level' just as a character in the world of *Lone Wolf* does. This level determines its powers and abilities in combat as given on the Shianlune Bow table. When first found, the Bow's level is equal to the wielder's level and increases as its bearer does. This is a spiritual bond that cannot be broken by any magic known to Magnamund. While the Bow has a living wielder, no other being can draw back its string or use it in combat as anything but an unwieldy, non-magical club. As a superior longbow, the Shianlune Bow has a +2 bonus to attack rolls, inflicts a basic 1d8+2 damage and has a 19–20 threat range with a x3 critical multiplier. It has a range increment of 100 feet and weighs three pounds.

The moment a wielder of the Shianlune Bow falls to –10 Endurance and dies, it loses all but its 1st level of power and can be claimed immediately by anyone that touches it and uses it in combat. The Bow prefers to combat opponents of Evil allegiance, especially those of the Darkspawn or Evil subtype. It will never bond with a character of Evil allegiance. If its wielder ever takes pity on such a creature and does not attack it on sight with intent to slay, it may (at the Games Master's option) suddenly fail its bearer, missing automatically and not using any of its special powers. This failure can be recovered simply by the wielder renewing his determination to kill all creatures of darkness but it never lasts less than a single round in each case.

Darkbane (Su): The bow inflicts +2d6 fire damage against any creature with the Darkspawn or Evil subtype. Also, any damage inflicted by the Shianlune Bow upon creatures

with the Darkspawn or Evil subtype cannot be prevented or reduced by any immunity, resistance or Damage Reduction.

Beacon of Brilliance (Su): The Shianti made the Shianlune Bow to resist the darkness in the universe and this intent echoes throughout its construction. As it regains its power, the Bow begins to once more emanate light and sheer goodness. It sheds a glow that begins as a dim radiance at 1st level – but when an arrow is loosed, this magical light floods out to the radius listed with the trait. The light of a Shianlune Bow is invisible and cannot be seen by mortal beings yet all creatures of the Dark (those of the Darkspawn or Evil subtype or undead) instantly sense it if they are within its radiance (though if intervening walls or concealment are in the way, the creatures may not be able to discern exactly where or from whom the light originates).

The light of a Shianlune Bow lasts 1d4 rounds each time it 'flares' due to firing an arrow. During this time, any creature of the Dark in its area gains the listed bonus (which does not stack but rather supercedes itself at higher values) to several different checks. They gain the bonus to attack and damage rolls, Perception and Sense Motive skill checks and Survival checks to track the Bow for up to an hour thereafter. Once the light fades, the bonuses (aside from the improvement to tracking) disappear as well. While the light of a Shianlune Bow is flaring, additional arrow shots add another round to the radiance's duration.

Creatures of the Dark within 5 feet of the Bow's wielder (in other words, right next to him) always gain the listed bonus even if no spells have been cast as they are close enough to see the nimbus of power that constantly surrounds the Bow. The bonus this provides Evil subtype creatures, Darkspawn and undead is considered an emotion-based effect but is capable of affecting any being that qualifies for it even if it is normally immune to emotional or mental effects.

Note that Beacon of Brilliance and the Brilliant Soul class feature of a Shianti Sorcerer will stack (so an undead attacking a 2nd level Shianti Sorcerer wielding the 2nd level Shianlune Bow receives a +2 bonus to attack rolls to a distance of 20 feet).

Eternal (Ex): Neither the bow nor its metal string can be sundered or damaged by any physical, psychic or magical effect not generated by a Shianti or a Darklord. In either of the latter cases, the weapon has 200 Endurance and a Hardness of 20. If not completely destroyed, the bow regenerates 10 Endurance a night under direct moonlight.

Distant Shot (Su): The Bow does not accumulate range penalties due to distant shots for as many increments as this feature lists. At 17th level, the Bow's firer can attack any target the wielder can see without suffering range penalties at all.

Guiding Light (Su): As long as there is natural moonlight shining upon the Bow, the wielder may add his Wisdom modifier (if positive) to all attack rolls with the Shianlune Bow. Arrows fired when taking advantage of this bonus leave a silver streak through the air behind them as they fly.

Moonstrike (Su): Once each night, as long as the bow is exposed to natural moonlight, the wielder can declare that his next shot will inflict maximum damage. This is determined before the attack roll and is wasted if the shot misses. Should the shot hit, do not roll any damage dice – each die is automatically assumed to be at its highest value (e.g. 6 for 1d6, 8 for 1d8). If the attack is a critical hit, all the base dice are of maximum value.

Moonshadow Arrow (Su): When fired at night under natural moonlight, the Shianlune Bow no longer needs physical arrows. It generates its own ammunition whenever the string is pulled back, crafting the moonlight around it into glowing, pale white arrows of pure magical energy. These arrows have no special properties beyond those granted

by the Bow itself, except that they may cause critical hits against undead.

Deadly Shot (Su): The threat range for critical hits when wielding the Shianlune Bow increases to 19–20 as the bow begins to regain its former power and glory.

Devastating Shot (Su): The damage multiplier for critical hits when wielding the Shianlune Bow increases to x4 as the bow further regains its former power and glory.

Moonseeking (Su): When the wielder of the Shianlune Bow fires it under natural moonlight, he may ignore any cover less than total an opponent might have or any concealment that might hide him from view so long as moonlight is also shining on his target. This power only works if the chose target is within three range increments. More distant targets are immune to the Moonseeking ability.

Darkslayer (Su): Every arrow fired from the Shianlune Bow ignites with a pale, silver flame. This fire is harmless to any creature without the Darkspawn or Evil subtype but against these opponents it inflicts an additional +1d6 fire damage, as with the Darkbane feature. Darkspawn and Evil subtype creatures must also make a Fortitude save (DC 20) or be slain instantly. A particular creature is only every susceptible to this instant death ability once in its existence – should it succeed the Fortitude save, it will never have to make this saving throw again.

Shianlune Bow

Shianlune Bow Level	Magical Bonus	Powers
1 st	+1	Darkbane, Beacon of Brilliance +1 (10 ft.), Eternal
2 nd	+1	Distant Shot (1 increment)
3 rd	+1	Guiding Light
4 th	+1	Beacon of Brilliance +2 (20 ft.),
5 th	+2	Distant Shot (2 increment)
6 th	+2	Moonstrike
7 th	+2	Beacon of Brilliance +3 (30 ft.),
8 th	+2	Distant Shot (3 increments)
9 th	+3	Moonshadow Arrow
10 th	+3	Beacon of Brilliance +4 (40 ft.),
11 th	+3	Distant Shot (4 increments)
12 th	+3	Deadly Shot
13 th	+4	Beacon of Brilliance +5 (50 ft.),
14 th	+4	Distant Shot (5 increments)
15 th	+4	Devastating Shot
16 th	+4	Beacon of Brilliance +6 (70 ft.),
17 th	+5	Distant Shot (line of sight)
18 th	+5	Moonseeking
19 th	+5	Beacon of Brilliance +7 (70 ft.),
20 th	+5	Darkslayer

Appendix III – Monsters

Harrowing Hound

Surrounded by shadows, you suddenly feel the chilled breath of something unnatural on the back of your neck. You leap forward just in time to avoid the clash of jaws behind you. When you turn, you see a feral, four-legged shape covered in thick black fur. Its eyes blaze above a wolf-like muzzle filled with burning white fangs. Its long, flaming talons rend the ground as it crouches for another attack!

Large Magical Beast (Darkspawn)

Endurance Dice: 5d10+25 (47 Endurance)

Initiative: +4

Speed: 40 ft.

Armour Class: 19 (–1 size, +4 Dex, +6 natural), flat-footed 15

Base Combat Skill: +5

Attack: Claw +11 melee (1d6+6 coldfire)

Full Attack: 2 Claws +11 melee (1d6+6 coldfire) and Bite +6 melee (1d8+3 coldfire)

Space/Reach: 10 ft./5 ft.

Special Attacks: Howl (see below), pounce

Special Qualities: Damage Reduction 15/magic, darkvision, low-light vision, immunity to poison and disease, nightstride (see below), resistance to acid 10, cold 10 and fire 10, scent, soulsnare (see below)

Saves: Fort +9, Ref +8, Will +2

Abilities: Str 22, Dex 18, Con 20, Int 4, Wis 12, Cha 6

Skills: Acrobatics +5, Athletics +7, Perception +2, Stealth +5, Survival +6

Environment: Darklands

Organisation: Solitary

Challenge Rating: 8

Allegiance: Always Evil

Advancement: 6–8 ED (Large); 9–15 ED (Huge)

Coldfire (Su): A Harrowing Hound's claw and bite attacks blast its victims with a magical combination of blazing fire and freezing cold. Only creatures resistant or immune to both forms of energy and physical damage can count their defence against its blows.

Howl (Ex): A Harrowing Hound's frightful presence special quality is not automatic. Instead, it must howl in order to inflict fear upon its enemies. A Harrowing Hound may use its terrifying howl once per hour (as a standard action) and when doing so invokes the full power of its frightful presence upon all within earshot. The DC for Will saves to resist this ability is 14.

Nightstride (Sp): Three times each hour, the Harrowing Hound can move from one area of darkness to any other large enough to hold its form within 360 feet. This is instantaneous travel and leaves no traces or creates any sound. A Harrowing Hound can combine a *nightstride* with a normal move action, even *nightstriding* after part of its movement and then resuming the move action to travel the rest of its normal speed (40 feet). If it uses *nightstride* at the beginning of a combat, the Harrowing Hound automatically gains surprise unless its opponents are ready and awaiting the attack. The Harrowing Hound cannot *nightstride* as part of a pounce attack.

Soulsnare (Su): If a Harrowing Hound inflicts enough damage on a sentient creature to take it to –10 Endurance or less, it instantly draws that creature's soul into one of the glowing gemstone spines that extend up out of its muscular back. These gemstone spines hold the souls indefinitely, preventing any special ability that might otherwise allow life to be returned to the slain victim. Each time the Harrowing Hound absorbs a soul this way, it regains 1d6 Endurance points for every character level or ED possessed by the fallen opponent.

It would be wishful thinking to assume that there is only one Harrowing Hound in existence. However, they are created creatures and cannot breed. All known examples of this terrible beast are in the Darklands, normally prowling the breeding pits of Helgedad. They are rarely sent forth outside their dark homeland as they are one of the least subtle tools the Darklords possess and are quite obviously Darkspawn.



Tomb Guardian

The corpse stands impassively on its short dais of red stone. Its hands rest on the hilt of its strange, oversized blade but its eyes are in constant motion – following you as you approach.

Medium Undead

Endurance Dice: 4d12 (26 Endurance)

Initiative: +7 (+4 natural)

Speed: 30 ft.

Armour Class: 15 (+3 Dex, +2 natural), flat-footed 12

Base Combat Skill: +2

Attack: Mastercrafted falchion +7 melee (2d4+7/18–20)

Full Attack: Mastercrafted falchion +7 melee (2d4+4/18–20)

Face/Reach: 5 ft./5 ft.

Special Attacks: None

Special Qualities: Damage Reduction 5/bludgeoning, undead traits, vigilance (see below)

Saves: Fort +1, Ref +4, Will +4

Abilities: Str 18, Dex 16, Con –, Int –, Wis 10, Cha 1

Environment: Suukon Crypts

Organisation: None

Challenge Rating: 4

Allegiance: Unaligned


Advancement: 5–8 ED (Medium)

Vigilance (Su): A Tomb Guardian cannot be surprised, as it always knows whenever any creature comes within 60 feet of it. This is a supernatural sense that functions much like a constant Sense Evil spell that simply acts to detect direction and distance of any being that ‘should not be there’. This definition varies from Guardian to Guardian, but typically includes all beings not specifically of a given race. For example, the Tomb Guardian in the Suukon Crypt detects all non-Shianti. Note that Shianti Sorcerers and Dessi denizens are not entirely Shianti and therefore will be detected by this power.

These partially preserved undead are virtually unique, in that they are not evil. The Suukon (Shianti) allowed warriors to make ‘death-debt’ to one another. This gave the soul’s permission to be used in a ceremony upon the swearer’s death. His body (but not his soul) would be magically animated and set to guard the rest of the one he was indebted to. Ancient Shianti mausoleums are quite likely to hold a Tomb Guardian or two as a protection against grave robbers.

Player Handout A – The Journal of Andus, Agent of the Star

piece together the scroll to understand the rest of it. Now I ordered the ~~king~~ purchased a heavy steel sword for that place. He...ended to actually create one loose on the Slovan court. I imagine it was in one fell stroke!

Fortunately, I believe I have the only copy the Helghast possessed and I do not believe it had time to create the monstrosity. The scroll's vile language called it a Harrowing Hound, though I have never seen or heard of its like before. I studied the scroll as long as I dared but my skills are better suited to obtaining such documents rather than reading them. Already some of the symbols and glyphs burn my eyes and  I cannot stay here in Suentina. I have begged my leave of Prince Ormir – I must return to Sommerlund!

The Brotherhood will know what to do with this scroll and the dark lore scrawled upon it in fouled blood. I need to speak to Geroyn as well. Toran is a long way from here but I have to make it to him. He has studied the old histories and some of the words on this scroll sound like they come from the tongue of the Ancients I have heard him speak. I have no time to recuperate from the filthy wound the Helghast inflicted upon me. I must press on, wounds or no.

I f I am right, Sommerlund . . . no, all the world, may be in terrible danger. I f the Helghast believed just one of these Harrowing Hounds could slaughter the Slovia Court, bodyguards and all, I must get news of them back home. Perhaps Old Geroyn can find a weakness in their making or the Brotherhood will know of them from some text I have not seen. Either way, I cannot fail. I ride at dawn!



Player Handout B – The Guard's Letter

Sergeant Koloth,

You are to proceed immediately with your troops to the location at the end of the disused logger's trail. The hired scout should be able to lead you there faultlessly. If you have not encountered the individuals described to you this evening, you already know what to do when you reach the Suukon Crypt. Make all haste and may Kai and Ishir watch over you. The security of Toran and Sommerlund may be at stake. Recover the weapon at all costs and proceed to Sage Geroyn in the south ward once it has been obtained.

If the previously mentioned individuals have already located the weapon, you are to offer any and all assistance in the destruction of the creature referred to as a 'Harrowing Hound'. You will receive further details from those recovering the weapon. Consider their security and success your highest priority. For all our sakes, the beast must be killed.

Regards,

Captain Barnet, Southern Watch

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